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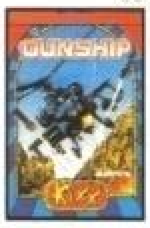
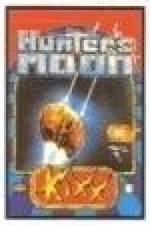
GUNSHIP		C64 SPC CPC
HUNTERS MOON™		C64
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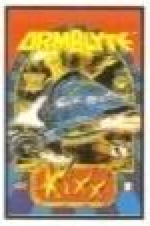
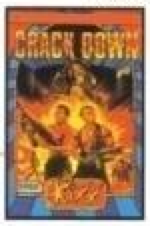
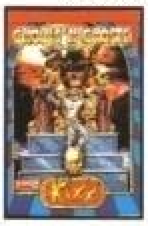
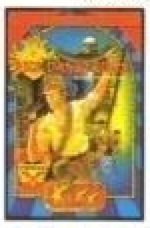
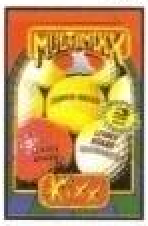
ARMALYTE™		C64
CRACKDOWN™		C64 SPC CPC ST AG
GHOULS 'N' GHOSTS™		C64 SPC CPC ST AG
RICK DANGEROUS		C64 SPC CPC ST AG PC#
MULTIMIXX 1		C64 SPC CPC
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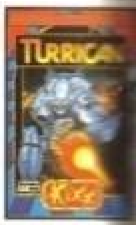
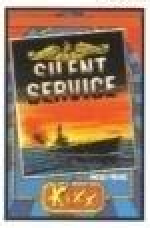
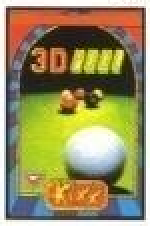
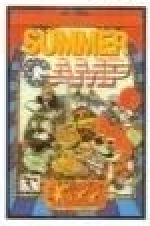
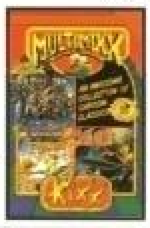
		
SILENT SERVICE		C64 SPC CPC
3D POOL		C64 SPC CPC ST AG PC3
SUMMER CAMP		C64
MULTIMIXX 3		C64 SPC CPC
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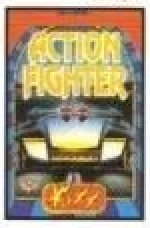
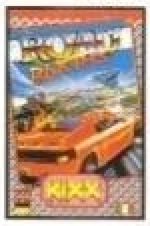
ACTION FIGHTER™		C64 SPC CPC ST AG PC#
ROAD BLASTERS™		ST AG
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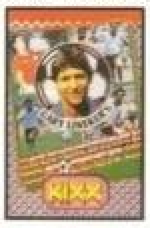
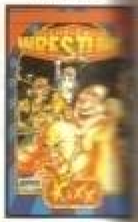
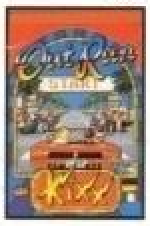
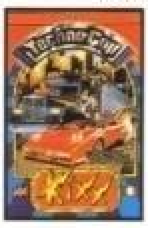
GARY LINEKER'S SUPER STAR SOCCER™		C64 SPC CPC
CHAMPIO		
OUT RUN™		C64 SPC CPC ST AG PC
TECHNOCOP™		C64 SPC CPC
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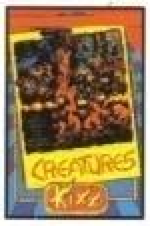
CREATURES		C64
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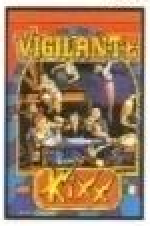
VIGILANTE™		C64 SPC CPC ST AG
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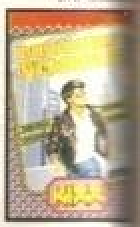
IMPOSS		
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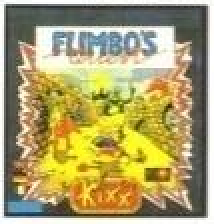
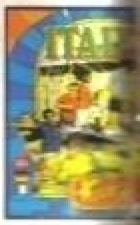
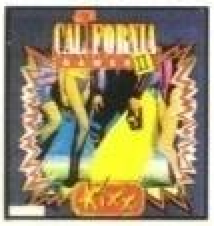
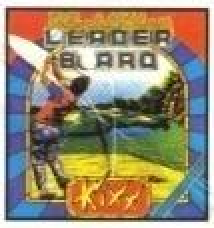
FLIMBO'S QUEST		C64 CPC ST AG
		
CALIFORNIA GAMES 2™		ST AG PC3
WORLD CLASS LEADERBOARD™		ST AG PC
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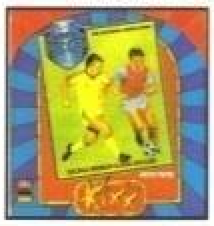
MICROPROSE SOCCER		C64 SPC CPC ST AG PC#
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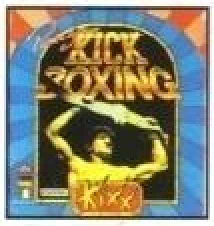
PANZA KICK BOXING		ST AG PC
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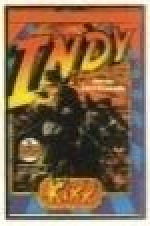
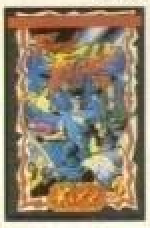
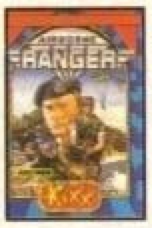
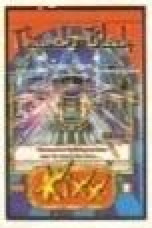
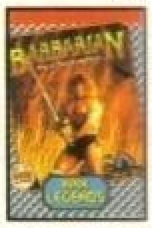
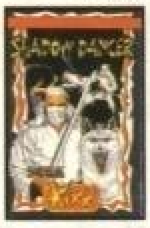
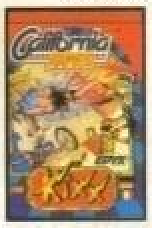
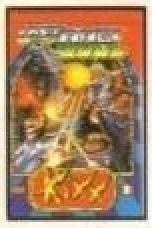
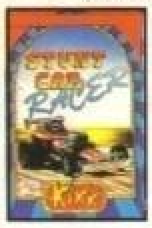
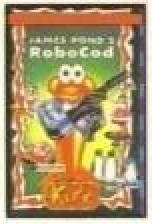
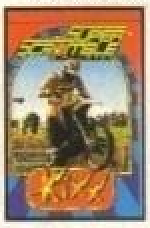
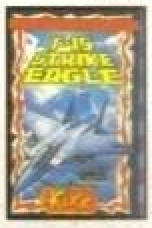
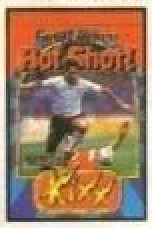
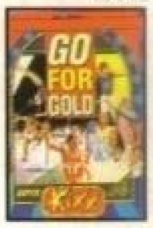
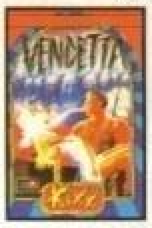
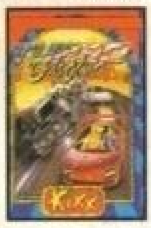
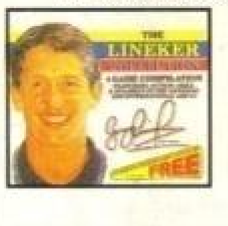
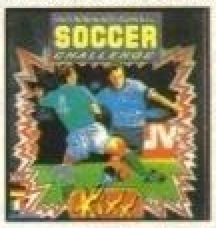
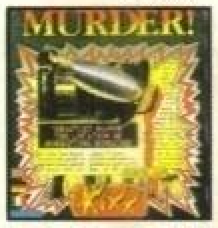
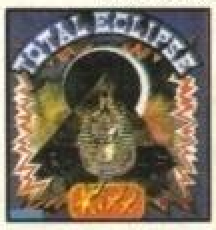
A C64	STRIDER™ C64 SPC CPC ST AG	SOLO FLIGHT C64	INDIANA JONES™ And The Last Crusade  C64 SPC CPC ST AG PC	RODLAND C64 SPC CPC ST AG	FINAL FIGHT™  C64 SPC CPC ST AG
AN™ C64 SPC CPC ST AG	AIRBORNE RANGER™  C64 SPC CPC	THUNDER BLADE™  C64 SPC CPC ST AG PC	BARBARIAN  C64 SPC CPC ST AG PC	SHADOW DANCER™  C64 SPC CPC ST AG	CALIFORNIA GAMES™  C64 SPC CPC ST AG PC
IXX 5 C64 SPC CPC	LAST DUEL™  C64 SPC CPC	STUNT CAR RACER  C64 SPC CPC ST AG PC	ACRO JET C64 SPC CPC	ROBOCOD  C64 ST	SUPER SCRAMBLE SIMULATOR™  C64 SPC CPC ST AG
WRESTLING™ C64	L.E.D. STORM™ C64 SPC CPC ST AG	HEROES OF THE LANCE™ C64 SPC CPC ST AG PC	F15 STRIKE EAGLE  C64 SPC CPC	OUT RUN EUROPA™ C64 SPC CPC ST AG	X-OUT™ C64 SPC CPC ST AG
IAN II C64 SPC CPC ST AG	GARY LINEKER'S HOT SHOT™  C64 SPC CPC ST AG	FORGOTTEN WORLDS™ C64 SPC CPC ST AG	GO FOR GOLD  C64 SPC CPC ST AG PC	VENDETTA  C64 SPC CPC	RICK DANGEROUS 2 C64 SPC CPC ST AG PC3
ISSION II™ C64 SPC CPC ST AG	TURBO OUTRUN™  C64 SPC CPC ST AG	ST DRAGON C64 SPC CPC ST AG	THE GAMES™ WINTER EDITION C64 SPC CPC	THE LINEKER COLLECTION  C64 SPC CPC ST AG	INTERNATIONAL SOCCER CHALLENGE  ST AG PC3
1990 C64 SPC CPC ST AG PC	AXEL'S MAGIC HAMMER™ ST AG	DRILLER™ ST AG PC	MURDER  ST AG PC3	PINBALL MAGIC ST AG PC3	RVF HONDA ST AG
GE ST· AG PC3	BIONIC COMMANDO™ ST AG PC	Z-OUT™ ST AG	NINJA REMIX ST AG	TOTAL ECLIPSE  ST AG PC3	FIRE & BRIMSTONE ST AG
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CPC	AMSTRAD CPC cassette	PC	IBM PC & COMPATIBLES

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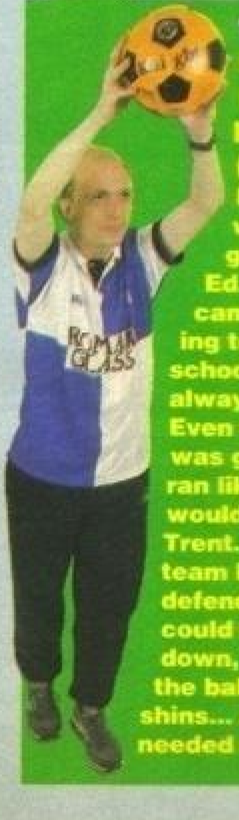
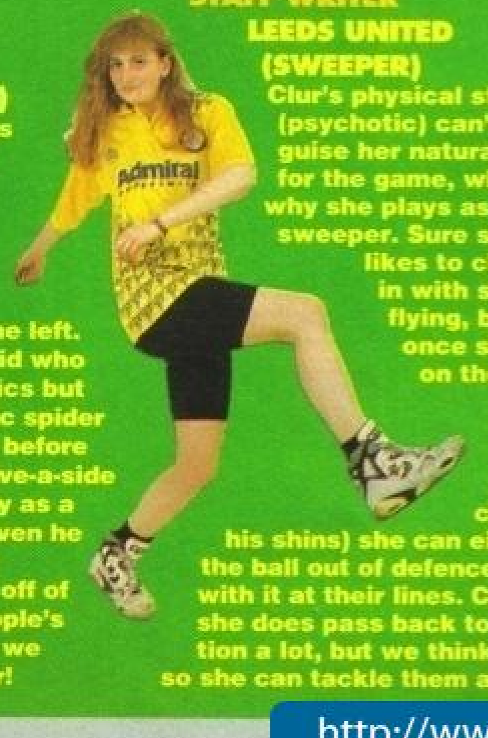
The Commodo



TRENTON WEBB
EDITOR
BRISTOL ROVERS
(LEFT BACK)
He never was very good at games, our Ed. When it came to picking teams at school he was always the last one left. Even the gangly kid who was good at physics but ran like an arthritic spider would get a place before Trent. So for our five-a-side team he got to play as a defender. Surely even he could hack people down, barge them off of the ball, thump people's shins... and besides we needed a fifth player!



CLUR HODGSON
STAFF WRITER
LEEDS UNITED
(SWEEPER)
Clur's physical style (psychotic) can't disguise her natural talent for the game, which is why she plays as sweeper. Sure she likes to charge in with studs flying, but once she's on the ball (and the other guy's clutching his shins) she can either pass the ball out of defence or run with it at their lines. Curiously, she does pass back to the opposition a lot, but we think this is just so she can tackle them as well.

LISA KELLET
DESIGN ASSISTANT
AC Milan
(Mid-field)
Now you wouldn't think

NTS

30 SUBSCRIPTIONS

Never leave the house again – get *Commodore Format* delivered!

55 GAMEBUSTERS

Ten pages of fundamental cheats, tips and POKEs compiled by the one and only Mr A Roberts Esq. (*but I know another A Roberts! – Clur*) (*Oh, shut up – Ed*).

67 TECHIE TIPS

Top-notch techie talk from Jason Finch, the man with the winch. (*WHAT?!? – Ed*)

80 MAIL ORDER

Visit our exclusive Commodore Superstore for some major bargs!

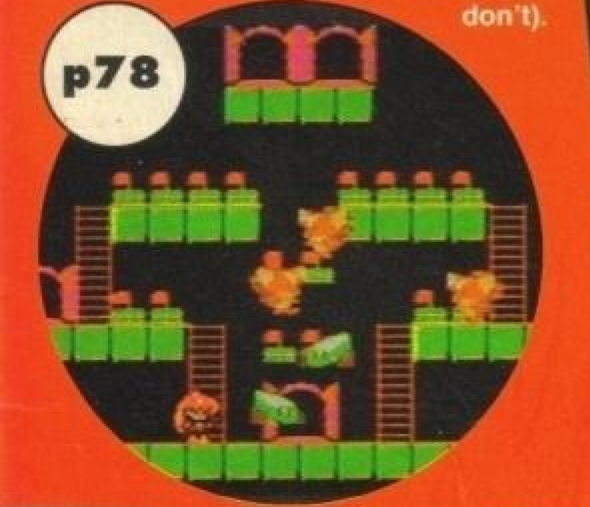
82 NEXT MONTH

The shape of things to come!

78
RODLAND

Kixx

"So cute it'll make you puke!" the ads so tastefully boasted when this platformer was originally launched on to an unsuspecting world. So steel your stomachs and don't eat any foreign food because *Rodland*'s out on budget! Can it overcome to cute factor? You know where to find out (er, on p.78, in case you don't).

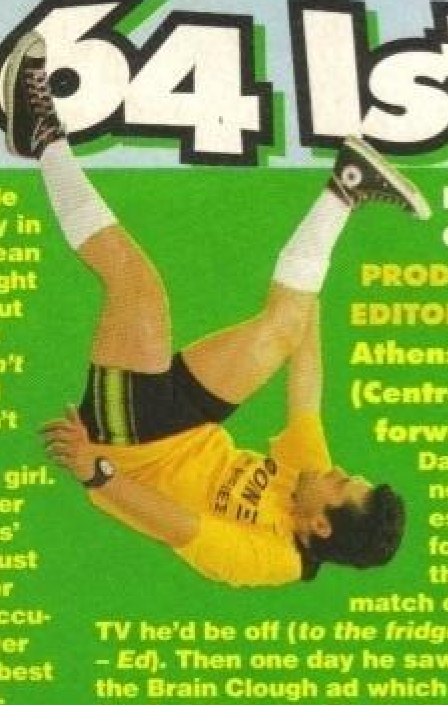


MODERN CLASSICS

p31

Your essential guide to the very best software currently available for your C64. It's the definitive directory of Commodore games, a 24-page special that lists over 1000 games – and where to buy each and every one of them! Modern Classics is more than a list, though. It's *Commodore Format*'s complete buying guide. We name the best games, we name the worst games and we name a few we really like but aren't entirely sure why! So if you're serious about games, you need Modern Classics!

re 64 1st team!



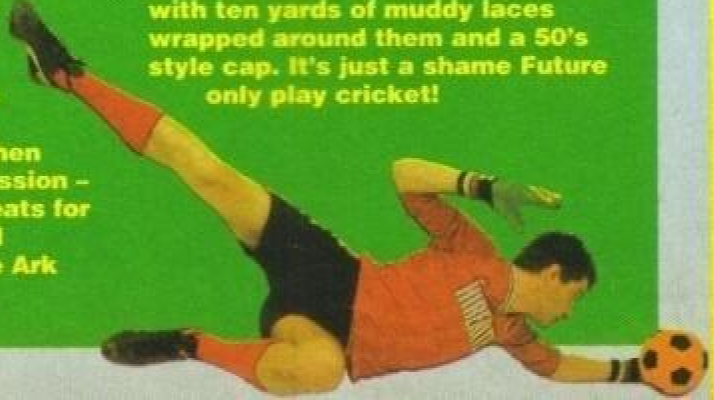
it but our little Lisa is deadly in the air. I mean if you thought Gary Mabbut was a good header (*I didn't actually – Ed*) then you won't believe the power of this girl. We've seen her break keepers' fingers with just one nod of her head. Such accuracy and power means she's best suited to midfield. Besides, when she heard how much dosh Vialli got when he was transferred to Juventus, her eyes went all misty.

DAVE GOLDER
PRODUCTION EDITOR
Athens (Centre forward)

Dave was never interested in footie. If there was a match on TV he'd be off (*to the fridge? – Ed*). Then one day he saw the Brain Clough ad which implied that good footballers ate one more of everything than everybody else. Since then he's not missed a training session – he's had three Shredded Wheats for breakfast, milk at eleven and enough Lucozade to float the Ark Royal regularly every day.

OLLIE ALDERTON
ART EDITOR
BRISTOL CITY (KEEPER)

You need a safe pair of hands to be a goal keeper and that's just what Ollie's got. Sadly his knees are a bit suspect, there are some worrying doubts about his judgement and if you catch him on his blind-side, well, frankly, it's frightening. Still, on the whole he's not such a bad keeper. He regularly turns out for Future first eleven resplendent in yellow gloves, green jersey, baggy knee-length shorts, football boots with ten yards of muddy laces wrapped around them and a 50's style cap. It's just a shame Future only play cricket!



POWERPACK PAGES

4 FULL GAMES
COMMODORE FORMAT
CORYA
THE FINAL CHAPTER
ARAC
POWER PACK
PLUS
3 TUTORIAL SPRITE LISTINGS!!!
INVISION
SHELLSHOCK
The Guild
Prism Leisure

Four rather fabby full games!

ARAC

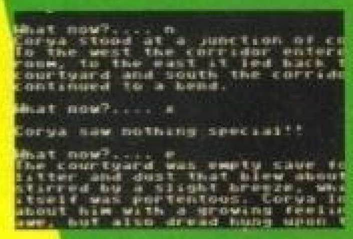
Side One
Tape count 065

Spider-like, net-throwing arcade adventure. Weird, sure, but brilliant!

COYRA PART 3

Side One Tape count 000

The conclusion of Mr Warrior-Sage's adventure.



```
What now?.... n
Corya stood at a junction of co
To the west the corridor entere
room, to the east it led back t
courtyard and south the corrido
continued to a bend.

What now?.... x
Corya saw nothing special!!

What now?.... e
The courtyard was empty save fo
litter and dust that blew about
stirred by a slight breeze. Wha
itself was portentous. Corya lo
about him with a growing feelin
awe, but also dread hung upon t
```

SHELLSHOCK

Side Two Tape count 000

A vicious *Commando*-style kill-'em-up. Very hostile!

INVISION

Side Two Count 060

Stupendously silly 'invisible' pinball. Yep, it really is as daft as it sounds!

PLUS
3 SPRITE TUTORIALS

Side Two Tape count 095

Top-flight techie-talk code to accompany Do The Sprite Thing.

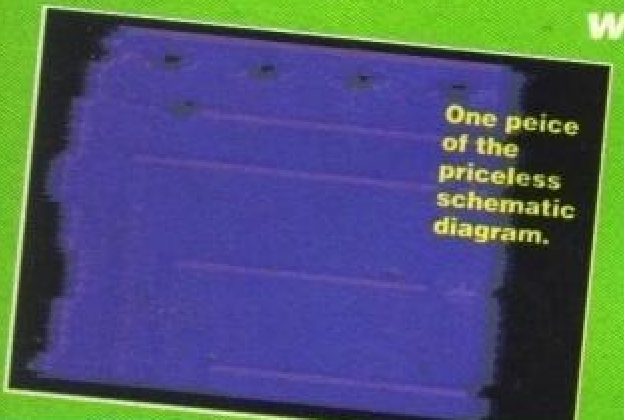
Full details are just over the page.

POWER PACK

34

4 FULL GAMES
COMMODORE FORMAT
CORYA THE FINAL CHAPTER
ARAC
POWER PACK
PLUS TUTORIAL GAME LISTINGS!!!
INVISION
SHELLSHOCK
The Guild
Prism Leisure

Hold on to your horses, or any other available four-legged mammal (except gerbils, they don't count). Clur's about to whisk you off on a whistlestop tour of the 34th cassette to bear the name Power Pack.


One peice of the priceless schematic diagram.

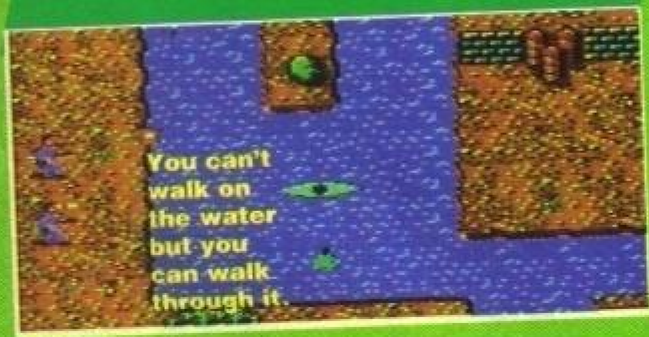
From Beyond Belief, the makers of *Biff*, *Snare* and the *Jimmy's* soccer series, comes *Shellshock*, a brilliantly violent *Commando* clone. It's the sort of no-nonsense, get in there and blast anything that moves type shoot-'em-up that you can pick up in about two seconds flat (well, we had to provide something to provide a balance with the subtle complexities of *Arac* – that's got instructions of epic proportions).

The main difference between this and your bog-standard blaster is that you've haven't got the military's latest, top secret super self-rearming machine gun that never runs out of bullets. Nope, this is the real world. Well, the sort of real world where the enemies handily leave behind ammo when you shoot them, that is.

There are four levels in all, pulled together by a plot involving four parts of a stolen schematic diagram that have to be pieced together. But the plot's pretty much irrelevant. You might just as well be searching for the ingredients to a ham and mushroom omelette. Who needs a plot when you can have this much fun killing things? Enjoy the maiming while it lasts.

VITAL STATISTIX

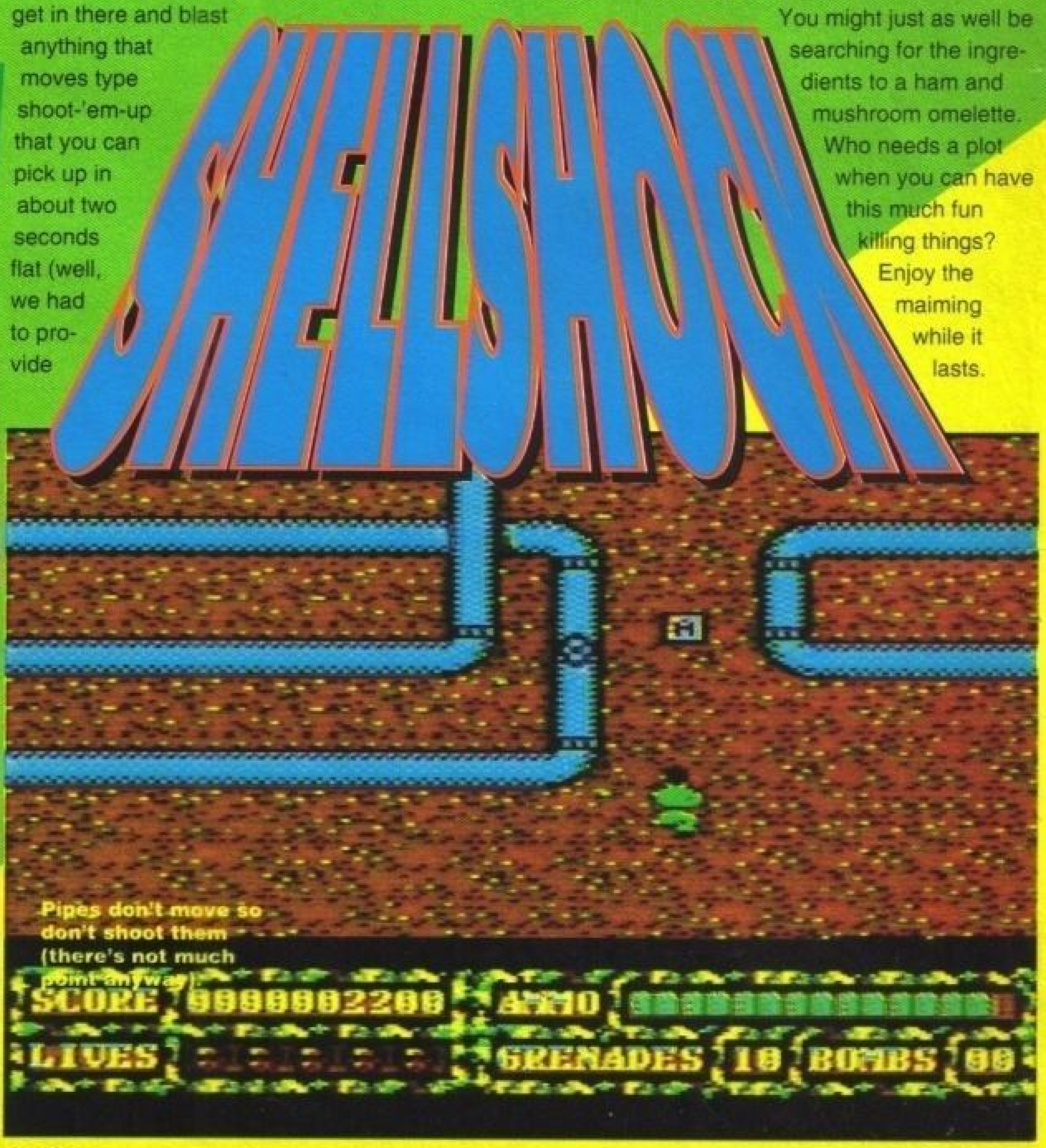
GAME	*Shellshock*
ORIGINAL RELEASE	July 1993
ORIGINAL LABEL	*Commodore Format*
PROGRAMMED BY	Sybertek Developments
GENRE	Shoot-'em-up
DIFFICULTY	Medium


You can't walk on the water but you can walk through it.

QUICKSTART INFO

Side One • Tape Count 065 • Joystick port 1

▲	UP	Exit from menu/ move up when Arac's a spider.
▼	DOWN	Move down when Arac's a spider.
▼ ▲	DOWN/UP	Jump.
▼ ●	DOWN/FIRE	Enter menu.
◀	LEFT	Go left
▶	RIGHT	Go right
●	FIRE	Fire net or menu, select option in menu



Pipes don't move so don't shoot them (there's not much point anyway).

ARAC

Come on, own up. You've loaded *Arac*, had a quick blast, and you're totally confused. So you've come crawling to the Power Pack pages hoping to find out what it's all about. Makes a change to find a game that you you actually have to read the instructions to, doesn't it? But it's well worth the effort, believe us.

You play Arac, a robot with a spider fixation. If you chose to play the long game you'll have to hunt out his arachnoid bits – two legs and a power globe – before you can turn into the spidery thing, but in the short game you're already supplied with your bits. To turn Arac into his arachnid alter-ego select the far right panel in the menu screen (which you access by holding down and pressing Fire). The spider has a very limited amount of energy so you have to change back into the robot by selecting the same panel, before it runs out.

As a legless robot, all Arac can do is fire a net to catch the various creatures which populate the game. As a spider, though, he's also armed with a stun gun. Another advantage of being an arachnoid is that you can walk on the ceilings – always a handy trick.

The aim of the game is to deactivate three reactors located inside a fortified citadel, but to get into the citadel Arac must have all his spider bits. And you've got a maximum of 30 minutes (20 minutes in the short game) to do it all in – hold the joystick down and the time remaining will appear in the bottom right hand corner of the screen.

To net a creature just press the Fire button. Hold down Fire longer to shoot out the net further. Any captured beasties are displayed on the menu screen. You can only hold up to eight of each type of creature at a time.

Each creature has its own special talent which can help you out. If you want to use make use of one of these talents, all you need to do is select the relevant beastie from the menu, hit your Fire button, then push up on the joystick to exit the menu screen – hey presto, one beastie at your command.

This is definitely one of the best arcade adventures we've had on the Power Pack. *Dizzy* eat your heart out.

VITAL STATISTIX

Game	*ARAC*
Original Release	Sept 86
Programmer	Paul O'Malley
Original Label	Addictive Games
Genre	Arcade Adventure
Difficulty	Dead 'ard

Spider stuns shark shocker!

QUICKSTART INFO

Side Two • Tape Count 000 • Joystick port 2

⬆	UP	Move up.
⬇	DOWN	Move down.
⬅	LEFT	Move left.
➡	RIGHT	Move right.
●	FIRE	Shoot.
■	SPACE	Throw grenades.

Other Info: To pause the game press P while any joystick movement will restart it.

CREATURE FEATURE

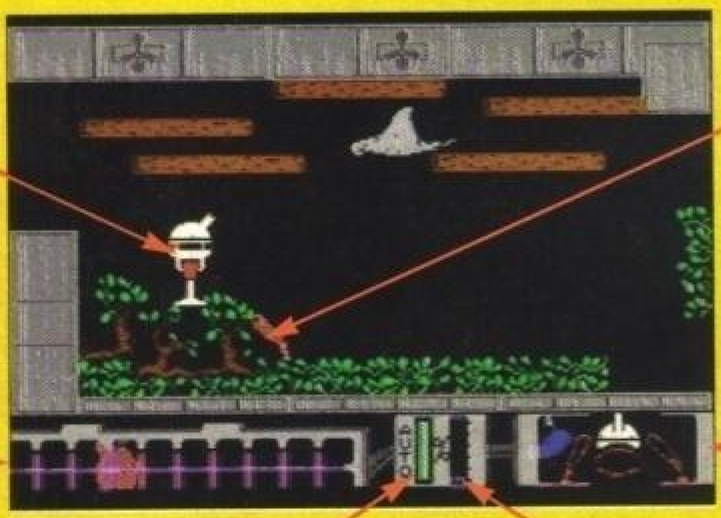
Malevolent Man Of War – you can only capture him when he's been stunned; his skill is fusing delicate electronics.

Stinger – Arac can use the stinger's flying abilities to get out of tricky situations.

Big Borer – This fella will gnaw his way through solid walls for you.

Rock Hopper – bounces up and down on the spot to protect you from oncoming nasties.

Ray – protects you from being detected by radar.



Arac, our crouching, jumping, spider-loving, net-flinging hero.

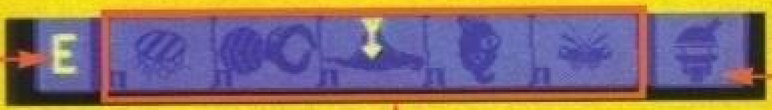
One of the arachnoid's legs. Now all you need is another leg and the power globe.

The cage in which Arac stores his catches until he needs them.

This shows how many of your bits you've got so far (in this case, none).

Energy reserve level, let this drop to zero and you'll be out of action.

Achievement indicator, 100 per cent means you've finished the game.



Select E if you're completely stuck and want to start again.

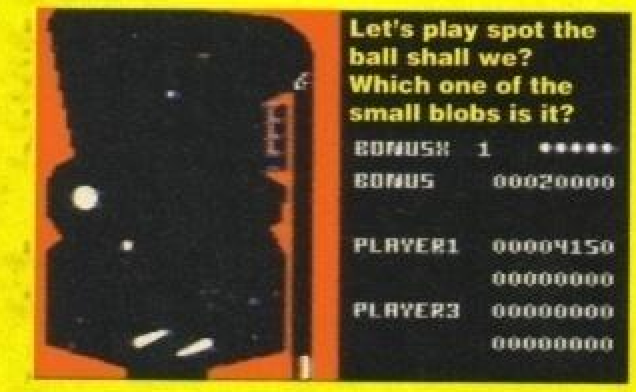
Select this icon to swap between being a spider or a bog-standard robot.

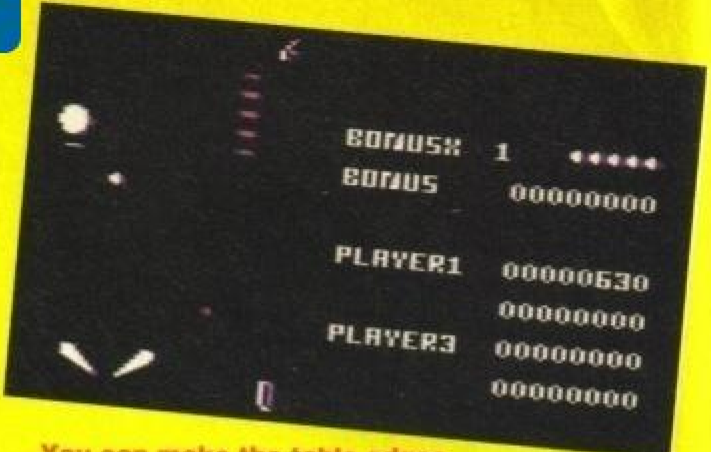
The number of each sort of creature you've got in your cage is displayed in this panel; move the cursor over the one you want to use and hit Fire.

INVISION

It's more than just strange, it's even stranger than strange! An invisible pinball game! Well almost invisible, you can see the ball and the flippers but that's about all – unless you hit something in which case it'll flash for a fraction of a second.

Some of the obstacles will stay visible for longer, and if you manage to light up combinations of them in the correct order, then you earn masses of bonus points. But apart from not being able to see nine-tenths of the table nine-tenths of the time, the game plays pretty much like normal pinball. You get five balls per go and the aim of the game is simply to stop the ball from going out of play by using the flippers at the bottom of the table (and there might even be another invisible flipper somewhere else on the table – but we're not letting on, that's for you to find out*). Like the real game, it's not as easy as it sounds, so give it a go – it's flippin' fun.


Let's play spot the ball shall we? Which one of the small blobs is it?



You can make the table edges are invisible (if you're that masochistic).

VITAL STATISTIX

GAME	*Invision*
ORIGINAL RELEASE	Kingsway
GENRE	Pinball Simulator
DIFFICULTY	Easy

WANNA SEE MORE?

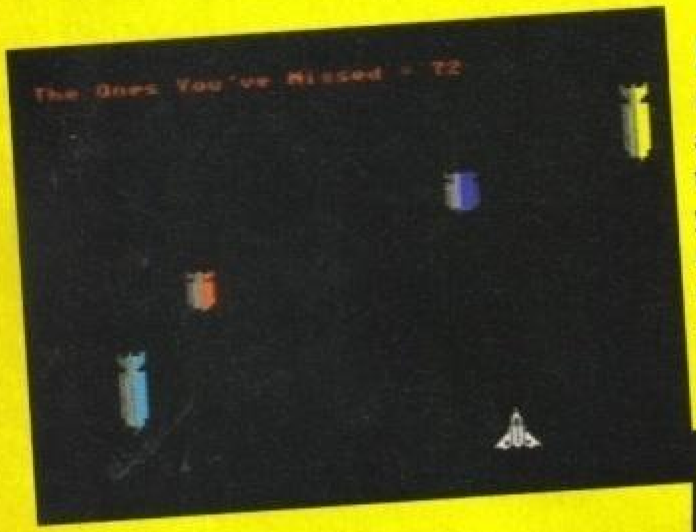
Invision is bought to you courtesy of Kingsway Computer Services. If you'd like to see what more they have to offer turn to page 26 or send a large SAE to Kingsway, 72 Glencoe Road, Sheffield, S2 2SR (☎ 0742 750623) for a catalogue.

QUICKSTART INFO

Side Two • Tape Count 060 • Joystick port 1

⬇	DOWN	Decrease tension on the plunger.
⬅	LEFT	Increase tension on the plunger.
➡	RIGHT	Right flipper.
●	FIRE	Release plunger and operate left flipper.
F3		Change colour
F4		Change no. of players
F7		Start game

SPRITE AND CHEERFUL



FAST SPRITES

Following in the footsteps of our feature on page 19 we do the sprite thing on the power pack. This first demo is an example of improving on the simple program we showed you last month, the big difference being the speed of the sprites. Sprite-ly, or what? (*I don't believe you just said that – Ed.*)

QUICKSTART INFO

Side Two • Tape Count 095 • Joystick port 2

⬅	LEFT	Move left.
➡	RIGHT	Move right.
●	FIRE	Have a guess

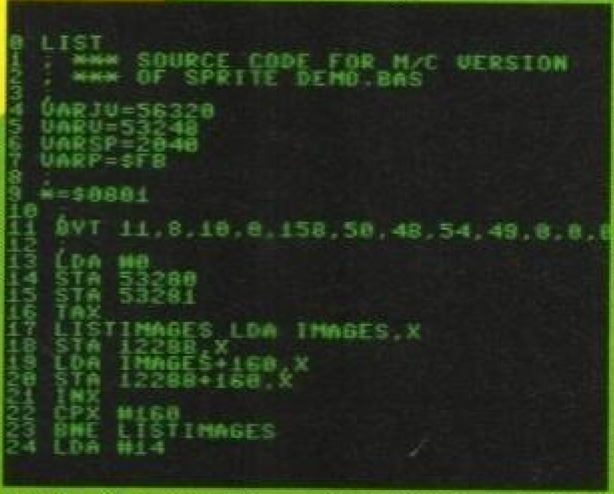
SPRITE CODE

Impressed by the fast sprite demo? We bet you are. Here's a listing of the Basic program used to create it. The listing is rather long so when you see a bit that you want to look at scrolling up the screen hit Run/Stop. The scrolling should then come to a halt. When you've got bored with that bit and want to set it off again just type LIST and you're off.

QUICKSTART INFO

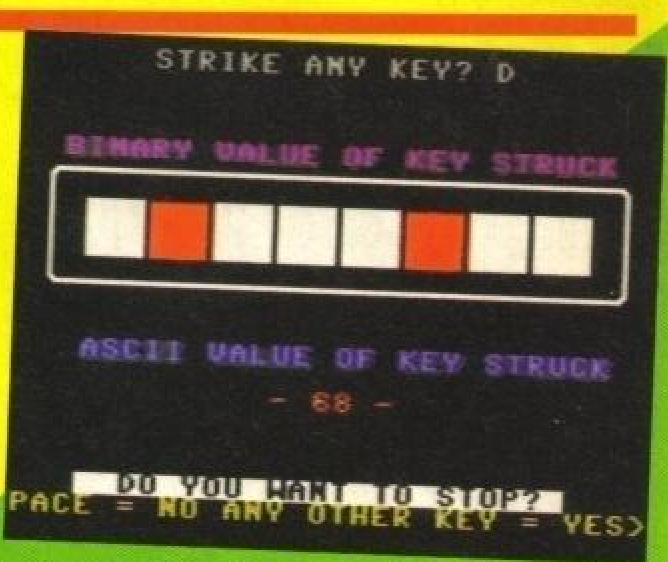
Side Two • Tape Count 105 • Keyboard

Hit Run/Stop to pause the listing. Type LIST to get it scrolling again.


```
LIST
; *** SOURCE CODE FOR M/C VERSION
; *** OF SPRITE DEMO.BAS

VARJU=56320
VARV=53248
VARSP=2040
VARP=$F8
;
*=$0801

 BYT 11,8,10,0,158,50,48,54,49,0,0,0
;
 LDA #0
 STA 53280
 STA 53281
 TAX
LISTIMAGES LDA IMAGES,X
 STA 12288,X
 LDA IMAGES+160,X
 STA 12288+160,X
 INX
 CPX #160
 BNE LISTIMAGES
 LDA #14
```


```
STRIKE ANY KEY? D

BINARY VALUE OF KEY STRUCK

ASCII VALUE OF KEY STRUCK
- 68 -

DO YOU WANT TO STOP?
PACE = NO ANY OTHER KEY = YES>
```

LEARNING BINARY

Another annex to the Sprite feature this month is this smart binary tutor. Simply type in the letter or number you want to know the binary code for and hit Return. The program will respond with the binary code and ASCII value of that key.

To find the value of another key hit Space and then type that letter. If you want to see how the program works hit anything other than the Space bar and type 'LIST' to get the basic listing for the program.

QUICKSTART INFO

Side Two • Tape Count 125 • Keyboard

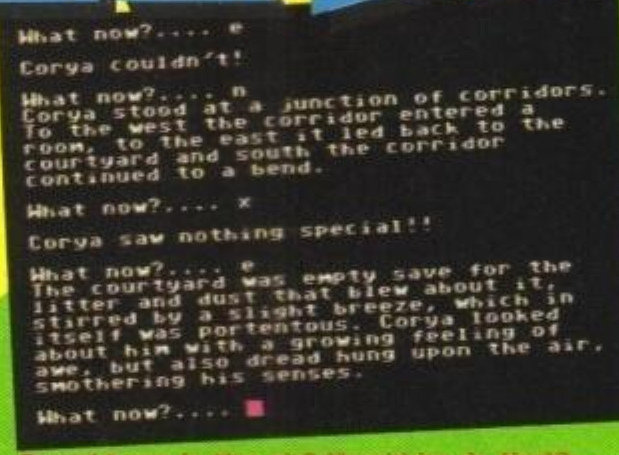
Type in a letter plus Return to find out the binary code of that letter. Space then lets you input another letter. Type LIST to get a basic listing of the program.

PART 3

CORYA

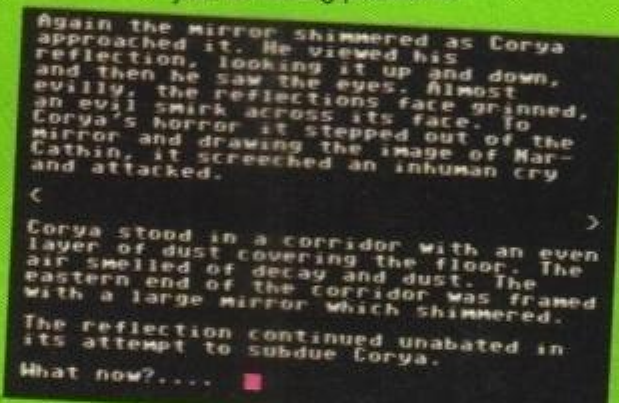
For the third and final time *CF* takes you into the realm of the Warrior Sages. We've been to many places together over the last few months. We've visited shrubberies, fought off dragons and supped beer with the humans. But now it's time for you to complete your journey

Playing *Corya* is easier than taking candy from a dwarf. When the game has loaded it'll ask you for the password from part two (which was FALCON, in case you were too dim to finish the game last month). Type it in and hit Return. Now you're into the game proper. Loads of text will come up on screen – read it carefully because there could be some clues in there. Then it's time to type in some instructions for Corya (the geezer you're playing). Decide what want him to do then type in your instructions. The game will understand a lot of normal English phrases, but if at first the 64 doesn't know what you mean, try rephrasing your sentences ('Examine room' for example, as opposed to, 'Give the joint a good going over'.) Check out the Quick Start box if you're having problems.



```
What now?.... e
Corya couldn't!
What now?.... n
Corya stood at a junction of corridors.
To the west the corridor entered a
room, to the east it led back to the
courtyard and south the corridor
continued to a bend.
What now?.... x
Corya saw nothing special!!
What now?.... e
The courtyard was empty save for the
litter and dust that blew about it,
stirred by a slight breeze, which in
itself was portentous. Corya looked
about him with a growing feeling of
awe, but also dread hung upon the air,
smothering his senses.
What now?.... ■
```

Dread hung in the air? How'd he do that? Has he got a hang-glider or something?



```
Again the mirror shimmered as Corya
approached it. He viewed his
reflection, looking it up and down,
and then he saw the eyes. Almost
evilly, the reflections face grinned,
an evil smirk across its face. To
Corya's horror it stepped out of the
mirror and drawing the image of Mar-
Cathin, it screeched an inhuman cry
and attacked.
<                                     >
Corya stood in a corridor with an even
layer of dust covering the floor. The
air smelled of decay and dust. The
eastern end of the corridor was framed
with a large mirror which shimmered.
The reflection continued unabated in
its attempt to subdue Corya.
What now?.... ■
```

Mirror, mirror, on the wall, who's the bravest of them all?

CORYA PT 2 COMPLETE SOLUTION

Only turn the page upside down and read this bit if you're a complete airhead and couldn't do part two of the *Warrior Sage* that we put on the Power Pack

LISTEN • S • S • W • X SHRUBBERY • W • N • ENTER • S • CAST FIRE • GET IDOL • N • LEAVE • S • E • E • N • N • E • SAY AJARE • CAST SHIELD • WAIT • E • E • ENTER • READ SCROLL • LEAVE • SAY THUTH • CUT BRANCH • E • E • FEEL WALL • E • FEEL FLOOR • WRAP RAGS AROUND BRANCH • CAST FIRE • W • S • X • SHADOW • GET PLANK • S • S • SAY LAMHT • S...

MORE WHERE THAT CAME FROM

***Corya* is one of many brilliant adventure games that hail from The Guild. If you want a copy of their latest catalogue then send a large SAE to: The Guild Adventure Software, 760 Tyburn Road, Erdington, Birmingham B24 9NX.**

GOT A DISK DRIVE?

Let's face it, slipping a disk smoothly into a drive is a lot easier than having to fiddle around with a head alignment screw. If you're lucky enough to own a disk drive for your 64, then this service was designed especially for you. For a small fee (to cover postage and duplication costs) our mates at Ablex will send you a Power Pack lovingly transferred on to 5.25-inches of floppy disk.

Getting hold of your disk is easier than Tony Slattery spotting. Simply cut out the coupon from the tape inlay card. Pop it in an envelope along with your name, address and a cheque for £1.50 (made payable to Ablex Audio Video), and send the whole kit'n'kabbodle to:

CF34 Tape-to-Disk
Ablex Audio Video
Harcourt, Telford
Shropshire, TF7 4QD.

VITAL STATISTIX

Game	*Corya The Warrior Sage*
Original Release	March 1993
Original Label	The Guild
Programmer	Simon Collins
Genre	Text Adventure
Difficulty	Medium to hard

QUICKSTART INFO

Side One • Tape Count 000 • Keyboard
Password: Falcon

In *Corya* you have to use that strange that came with your computer called a keyboard. Here are some instructions you might find handy

N – Never
E – Eat
S – Shredded
W – Wheat (okay, we're not being completely frank here but come on, N, E, S and W are pretty obvious aren't they?)
U – Up, if say you have a rope to climb
D – Down, maybe there's a man hole.
Get (then an object) – Pick up that object and chuck it in your rucksack
Cast (then name of spell) – Cast one of your collection of spells
X (then name of an object) – Examine the object indicated
I – Inventory, in laymen's terms: tell me what I've got in my bag.
Wear (then name of an object) – Put he offensive piece of clothing on your body.
Insert (then name of object) – Put the object in a hole (like a coin in a slot?)
Skin (name of animal) – Yeuch! Remove the skin of the animal in question.

NO LOAD ZONE

Sometimes even I have trouble loading my Power Packs. You know how it is. You've done your best, you've tried all the options but even re-aligning the tape head won't work. That's when I turn to Ablex for their expert help. They offer a truly excellent tape replacement service, for those times when only the best will do. If you too suffer from the same embarrassing problem, then pop the tape in a jiffy bag, along with a stamped addressed envelope and send it to:

CF34 Tape Replacement
Ablex Audio Video
Harcourt, Telford
Shropshire, TF7 4QD

Don't send your tapes to us here at *CF*. If you do they'll invariably get lost under the masses of other post we have to sift through every month. So folks, for quick service, send your faulty tapes to Ablex!

ELSPA PENGUIN CHARTS · COMPILED BY GALLUP SPONSORED BY PENGUIN BISCUITS

CHARTS

TOP TEN

1	**STREET FIGHTER 2** ▶	US GOLD £12.99	CF29	80%
2	**TERMINATOR 2** ▲	Hit Squad £3.99	CF30	72%
3	**DIZZY: PRINCE OF THE YOLKFOLK** ▼	CodeMasters £3.99	CF17	91%
4	**HEROQUEST** ▲	GBH £4.99	CF30	94%
5	**STREETFIGHTER** ▼	KIXX £3.99	CF30	36%
6	**THE SIMPSONS** NEW	HIT SQUAD £3.99	CF32	92%
7	**RICK DANGEROUS 2** NEW	KIXX £3.99	CF31	94%
8	**F16 COMBAT PILOT** ▼	ACTION 16 £3.99	CF33	63%
9	**F15 STRIKE EAGLE** ▲	HIT SQUAD £3.99	CF31	78%
10	**TEST DRIVE 2 THE DUEL** ▲	THE HIT SQUAD £3.99	CF27	83%

6
X RAY SPECS

1
STREET FIGHTER II
TIME 56

CHART FACTS

In this month's C64 Top 50 software chart there are:

- ⑤ full price games.
- ② games called *ARNIE 2* (barcode troubs ahoy!)
- ⑩ games from Kixx making them this month's top publisher.
- ④ Football games
- ⑩ games that *CF* has awarded Corkers
- ⑬ games that sold less than *Flimbo's Quest* (is there no justice!)
- ⓪ games with egg-fried rice in them.

IS THAT IN THE DICTIONARY? TOP 10

1 **UGH!** (Global Software)
2 **AAARGH!** (Melbourne House)
3 **ZIMZALABAM!** (Melbourne House)
4 **ZZZZZZ** (Melbourne House)
5 **ARKANOID – THE REVENGE OF DOH** (The Hit Squad)
6 **ALMAZZ** (The Edge)
7 **TERRORMOLINOS** (Melbourne House)
8 **MOONTORC** (Atlantis)
9 **OOOPS!** (Big Apple)
10 **OOOPS UP** (Demonware)

10 CARS THAT NEVER SEEM TO APPEAR IN DRIVING GAMES

1 Trebants
2 Reliant Robins
3 Ladas
4 Citroen 2CVs
5 Skodas
6 Morris Travellers
7 Sinclair C5s
8 Unigate Milk Floats
9 The one down the road that's always got somebody's upper torso buried deep inside the engine and a jack permanently under the right rear wheel.
10 Madagascar.

SNIPPETS

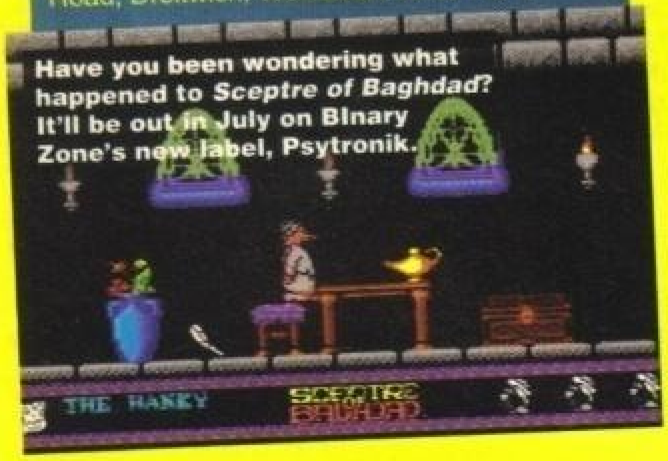
Wanna know the latest gossip? Then read on...

COMMERCIAL PD?

Binary Zone PD are set to join the ranks of commercial C64 publishers. The first release on their new Psytronik label will be Jon Wells' long-awaited arcade adventure, *The Sceptre of Baghdad*. Selling for £3, the game will be available through mail order in July, so keep your eyes peeled for ads.

CF reviewed *Sceptre* back in February, when it was due to be released by Atlantis, and gave it a Powertest rating of 73 per cent. Since then Jon has added better graphics, more sounds and revamped the entire game structure.

For more info about Psytronik, *The Sceptre Of Baghdad* or how to order send a large SAE to Psytronik Software, 34 Portland Road, Droitwich, Worcester, WR9 7QW.


Have you been wondering what happened to *Sceptre of Baghdad*? It'll be out in July on Binary Zone's new label, Psytronik.
THE HANKY
SCEPTRE OF BAGHDAD

ARE YOU HUNGARY?

Guru, a weird Hungarian computer mag that has loads of C64 bits, found its way on to *CF*'s newsdesk this month. Unfortunately we can't read it! It looks good but all we know about Hungary is that it's very solid – Trent once head-butted Budapest! So if you can read Hungarian, give us a call we'd love to know what *Guru* was whittering on about. Oh yeah, sorry for the awful pun in the headline.

Er... what?
GURU
93/6
A szórakoztató informatikai magazin
AMIGA, ATARI, IBM PC
ECTS
Xenobots
Superfrog
Transartica
+ PC ABC
+ RÚNA
+ C
Cinemorph
OpalVision

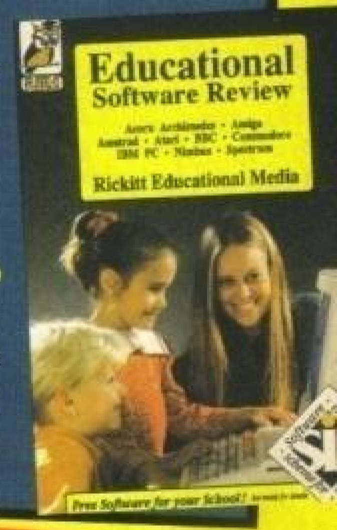
HA-DO-GUN?

You've played the game now play the, er, game again with little plastic models. Toymakers Hasbro have been commissioned to produce a series of *Street Fighter 2* action models. The only problem is, if the promotional pics are anything to go by, they could hardly be called replicas. As Trent said when he saw them: "If they've got guns why don't they shoot instead of kicking and punching each other?"

LEARN TO PROFIT

Rickitt Educational Media have introduced a new software-for-schools policy. Now, for every pound that you spend with them they'll give you a voucher worth 20p off software for your school. And, as market leaders, Rickitt's *Educational Software Review* boasts a bevy of 64 programmes, like the fantastic *Fun School*'s and *Paint And Create*.

To find out further details, ask your school to contact Tsui Miller at Rickitt Educational Media, Ilton, Ilminster, Somerset, TA19 9HS (☎ 0460 57152) for a brochure.

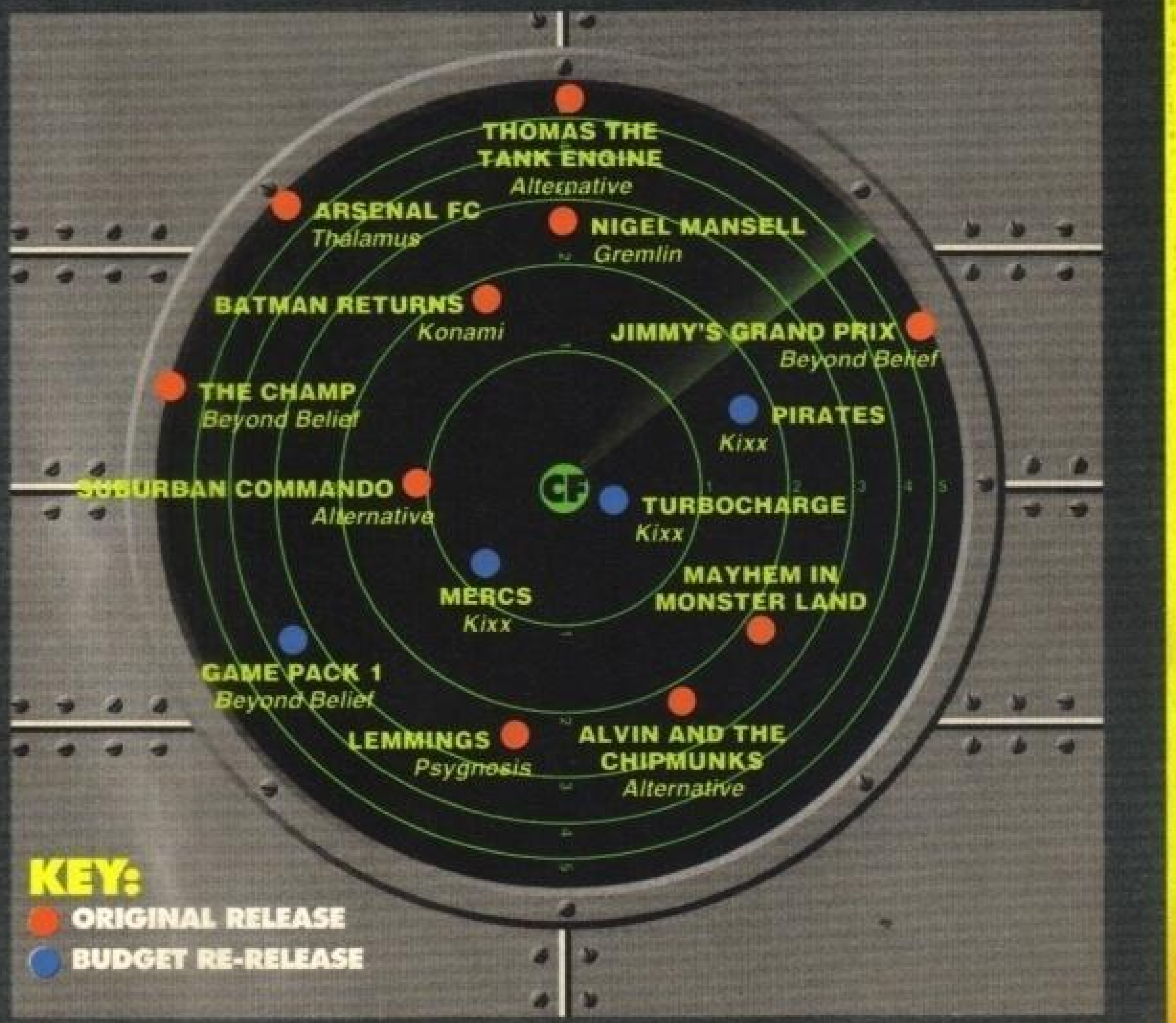

Educational Software Review
Acorn Archimedes • Amiga • Amstrad • Atari • BBC • Commodore • IBM PC • Nimbus • Spectrum
Rickitt Educational Media
Free Software for your School!

GONE FOR A SONG?

Mega-corp Sony have taken the plunge into the computer software biz and have bought up the award-winning publisher Psygnosis. A representative from Psygnosis said that: "The Sony deal will not affect the development of any software on any format". Which is good news for their latest C64 project, *Lemmings*, which is scheduled for release this summer.

EARLY WARNING SCANNER

Your at-a-glance guide to upcoming releases. The nearer a game is to the middle of the scanner, the nearer it is to release. Keep watching the skies.


THOMAS THE TANK ENGINE
Alternative
ARSENAL FC
Thalamus
NIGEL MANSELL
Gremlin
BATMAN RETURNS
Konami
JIMMY'S GRAND PRIX
Beyond Belief
THE CHAMP
Beyond Belief
PIRATES
Kixx
SUBURBAN COMMANDO
Alternative
CF
TURBOCHARGE
Kixx
MERCS
Kixx
MAYHEM IN MONSTER LAND
GAME PACK 1
Beyond Belief
LEMMINGS
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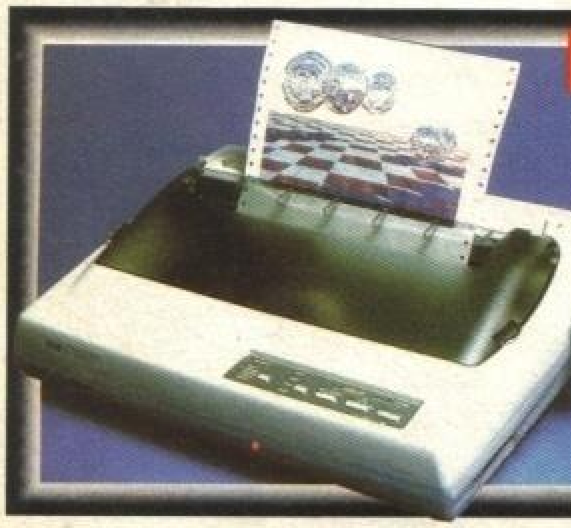

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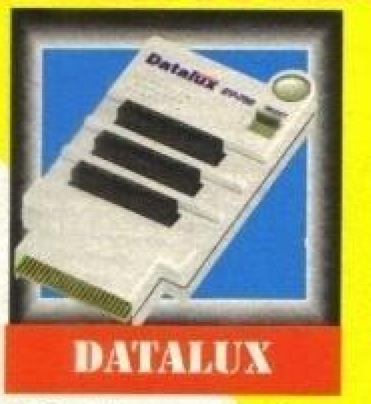

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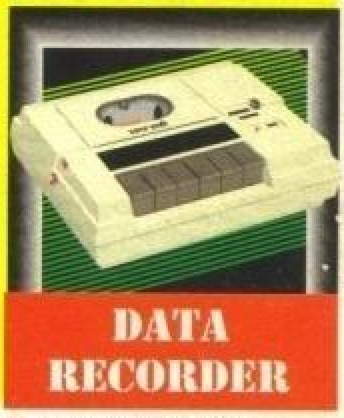

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COMMODORE DISK USER

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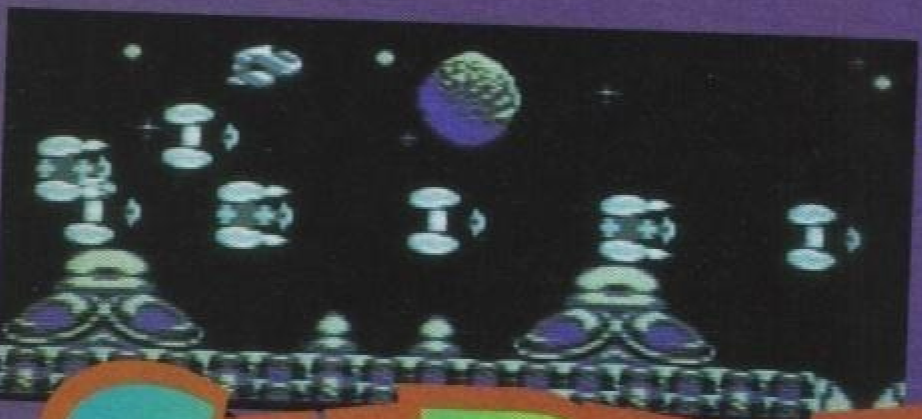
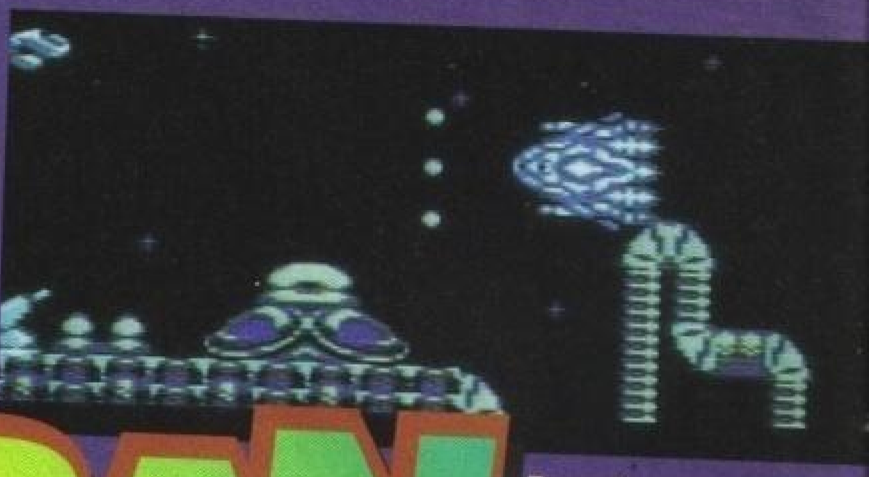


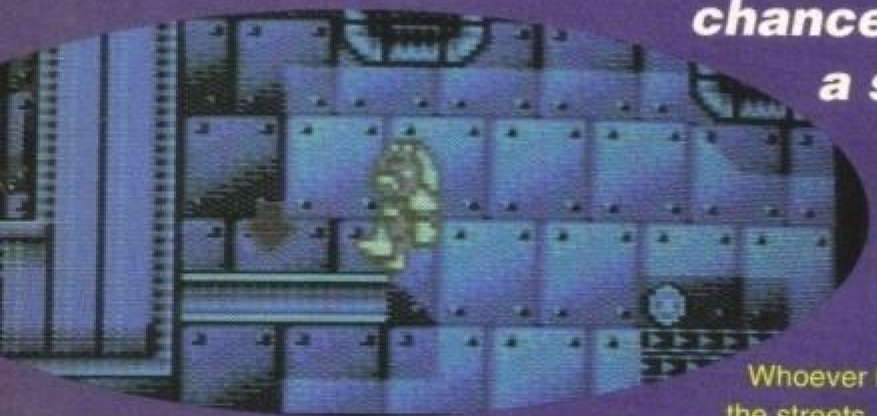
Now this is what we want – lots of spaceships and lots of shooting....



Er, well maybe not this much shooting. Shields on Shep, and fast!

SUBURBAN COMMANDO

Hulk Hogan scored a huge C64 hit as one of the three 'superstars' in* WWF Wrestlemania*. Now he's going solo in the movie licence* Suburban Commando*. Clur checks out his chances of a claiming a second Corker.



Hulk, big and blonde as ever, but with an even more ridiculous name (*what, Terry? – Ed*).

Come on, own up, which scriptwriter decided to call a mega super powerful alien Shep? Whoever it was deserves to be ridiculed in the streets. Even worse is the fact that they gave him the surname Ramsey! He sounds as if he belongs tied by his collar to a post box in Madge from *Neighbours*' front garden.

In fact Shep's an alien played by Hulk Hogan, and he's got big problems. First, he's crash-landed his space ship in the suburbs of Los Angeles. And secondly, the evil General-Ruler-Of-The-Universe-type-guy has ordered his droogs to earth in order to bring (get down!) Shep back.

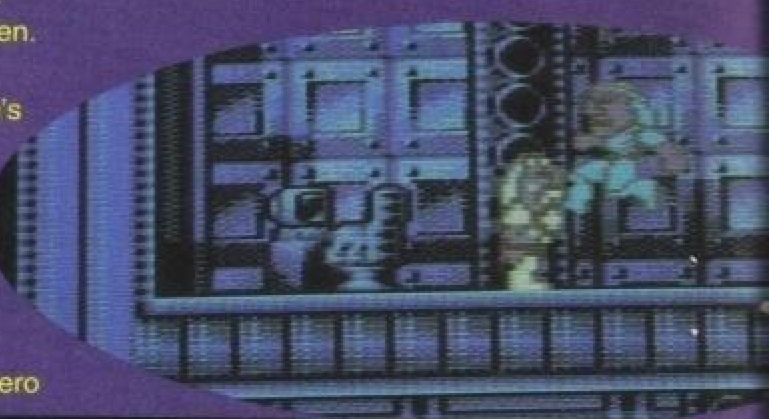
The General's a bit miffed at Shep you see, because before he crash-landed our hero booby-trapped his battle-cruiser. So to escape the dreadful fate that awaits him should the General's men catch him, Shep has to search the city for the bits to repair his ship with.

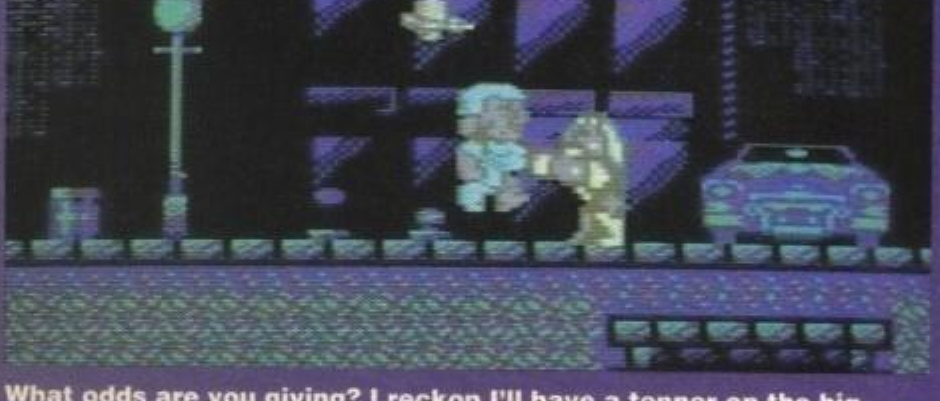
This is where you come in. You have to guide Shep through LA beating up the General's men when you bump into them, and collecting a bunch of spare parts for your flying machine along the way. Which all sounds dead violent – just the way I like it!

We're told the game's going to take the form of, "four levels of non-stop action taking you from the depths of space to the heart of LA," and apparently the plot sticks closely to the story of the film. Fine, but let's hope the game doesn't stick too closely to the quality of Hulk's acting – face it, the average C64 sprite has a much wider range of expressions!

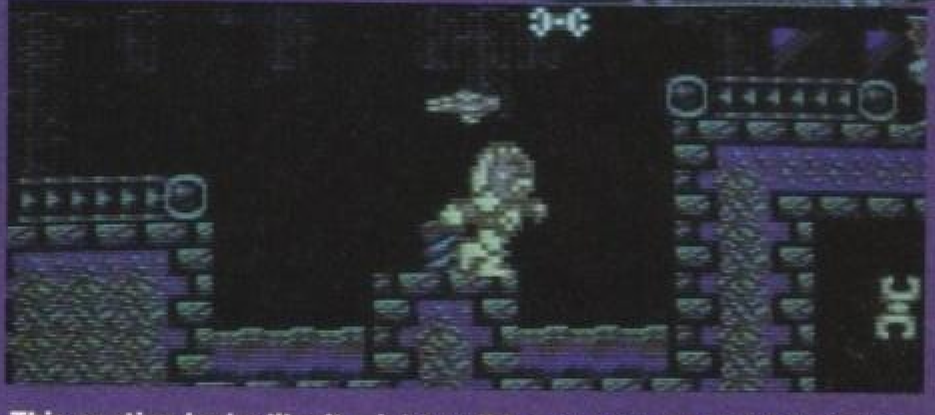
VITAL STATISTIX

GAME	**SUBURBAN COMMANDO**
PUBLISHER	**ALTERNATIVE**
CONTACT NUMBER	**0977 797777**
PRICE	**£9.99**
AVAILABLE	**JULY**





What odds are you giving? I reckon I'll have a tenner on the big one. Then again this is based on an American film, and the little guy always wins in them. Right, I'll go for Mr Peroxide.



This section looks like it might well be very smelly and full of rats. What's old Hulk doing gown here, then? I bet they got a stunt double. He'd never let his tights get grubby.

"Pirates and Turbocharge? How I am I supposed to work both of those games into a Kixx preview strapline?" Clur asked. "You just have," answered Dave.

PIRATES

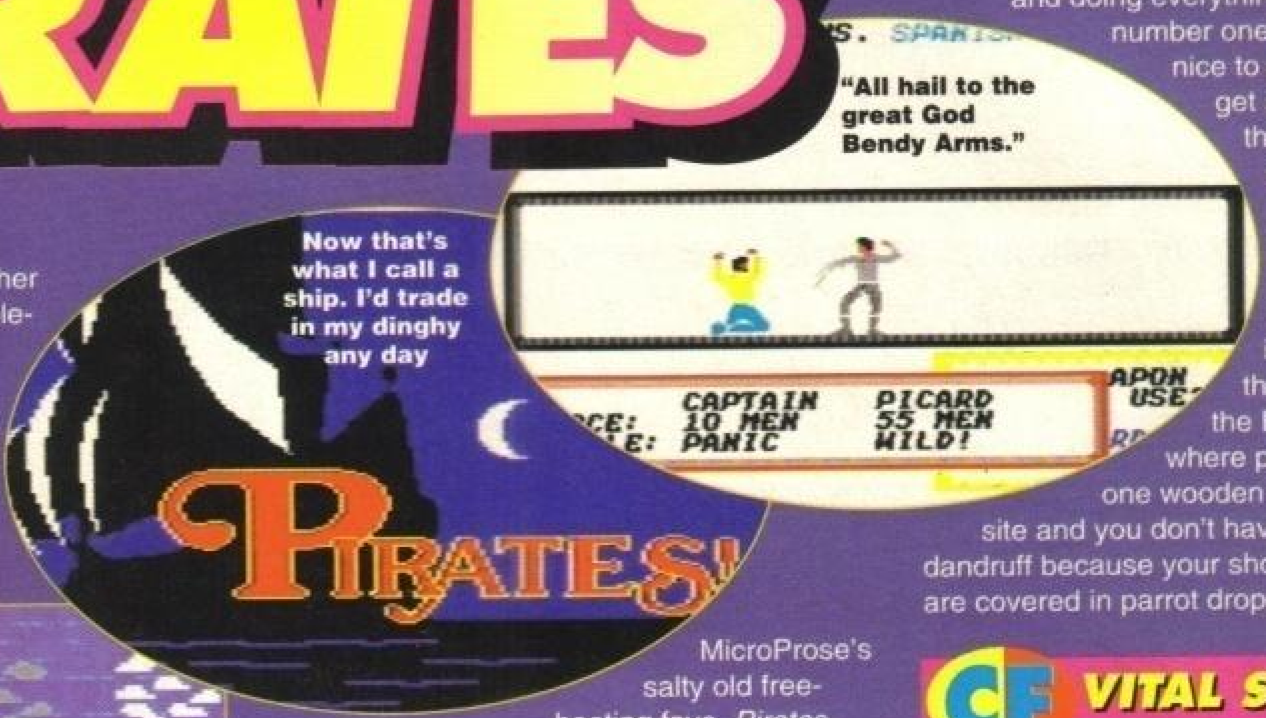
Ahoy me maties and other branded bubble-bath clichés. It's time to prepare your rigging, and hoist the mainsail and head for the high seas. Or, in other words, get yourself ready for the re-release of MicroProse's salty old free-booting fave, *Pirates*.

I suppose you'd put *Pirates* in the strategy genre if you really wanted, but why pigeon-hole things that don't need to be? *Pirates* is a harmonious war/strategy game hybrid that peacefully co-exists with touches of text adventure and a bit of a beat-'em-up.

You can chose who you want to be, where you come from and even how charming you are (*that must be a novelty for you, Clur… Oooof – Ed*), all of which affect your fate in the game. There's a set of difficulty levels too, and that's darned good news for all us land lubbers because the bits I've seen so far look dead tough.

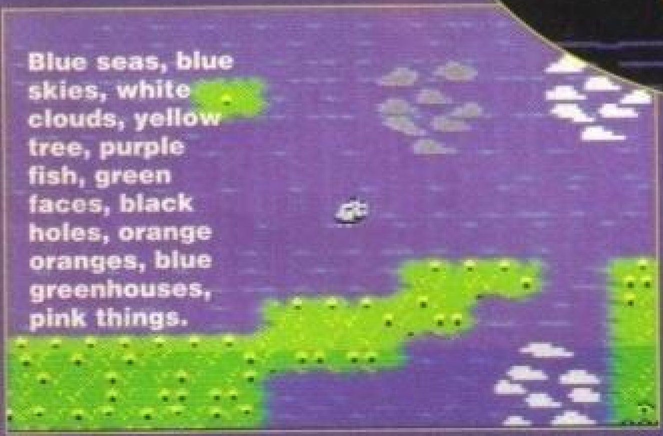
The aim is to slowly build up a fleet of ships and loyal crews in order to gain fame fortune and happiness in the Caribbean ports. The game involves you being entirely selfish and doing everything for the good of number one and only being nice to people if you can get something out of them (*so if Frames reviewed it, he'd give it about 105 per cent – Ed*).

So next month I'll be having testing my sea legs all the way through to the Expert level – where presumably at least one wooden leg is a pre-requisite and you don't have to worry about dandruff because your shoulders are covered in parrot droppings.



Now that's what I call a ship. I'd trade in my dinghy any day

"All hail to the great God Bendy Arms."



Blue seas, blue skies, white clouds, yellow tree, purple fish, green faces, black holes, orange oranges, blue greenhouses, pink things.

CF VITAL STATISTIX

GAME	PIRATES
PUBLISHER	KIXX
CONTACT NUMBER	021 625 3388
PRICE	CASS £4.99/DISK £7.99
AVAILABLE	OUT NOW
OTHER INFO	MULTILOAD

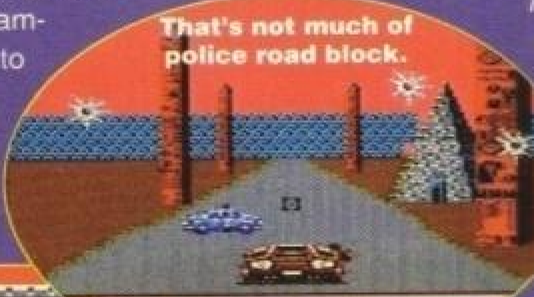
TURBOCHARGE

As one of the recommended driving games in our Modern Classics Pull out, it's obvious that *Turbocharge* is a pretty slick piece of programming. And now it's all set to come out on budget. So as long as they don't fiddle around with it too much in order to fit it on to a budget-priced tape *Turbocharge* looks destined to become a a smash hit of epic proportions! I'll eat my baseball cap if this doesn't race to the top of the charts when it hits the shops at £3.99.

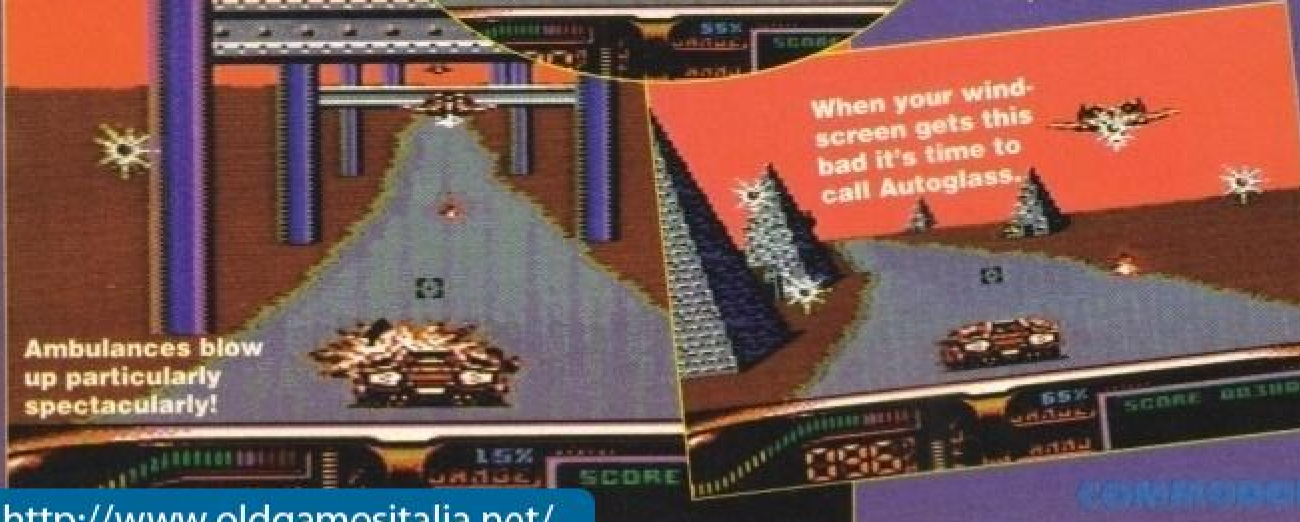
Turbocharge on full price was given a Corking 93 per cent way back in *CF*13 and it was a well-deserved score. The game was simply the best racing shoot-'em-up of its time. But can *Turbocharge*'s one-player firepower help it see off the two-player threat of *Lotus Esprit Turbo Challenge* in the budget arena? Watch out for the review next ish.

TURBOCHARGE

The arrow points to the car (in case you weren't sure).



That's not much of police road block.



When your wind-screen gets this bad it's time to call Autoglass.

Ambulances blow up particularly spectacularly!

CF VITAL STATISTIX

GAME	TURBOCHARGE
PUBLISHER	KIXX
CONTACT NUMBER	021 625 3388
PRICE	£3.99
AVAILABLE	OUT NOW

DROP THE
DATASSETTE

Clur's always moaning that nobody ever appreciates how hard she works. To shut her up we've let her have three pages to whitter on about herself (we have to suffer it all day so why shouldn't you?). So, get ready for a day-by-day breakdown of Clur's contribution to the very issue you're reading right now...

SATURDAY 8th MAY

Oooohh we're on our way to Wembley... Well the Wembley Exhibition Centre, anyway, to help at the *Amiga Format Live* show (and give *CF* a plug at every opportunity). We've just sent *CF*33 to the printers – in fact, Ollie, Trent and Dave were putting the finishing touches to it this morning before I left for London. I end up working a lot of weekends anyway so this isn't so much different from usual. At least I got to go on the Virtual Reality machines when all the punters had gone home. But it's back to the grind on Monday. So far we've only got one game definitely in for review, *The Addams Family*, so I'm going to have to do some mad phoning around the software companies when I get back to work.

The *Amiga Format Live* Show – I'm in there somewhere.

MONDAY 10th

Why do there have to be Monday mornings? The world would be a much better place if Monday mornings were abolished for good and you could have a nice long lie in.

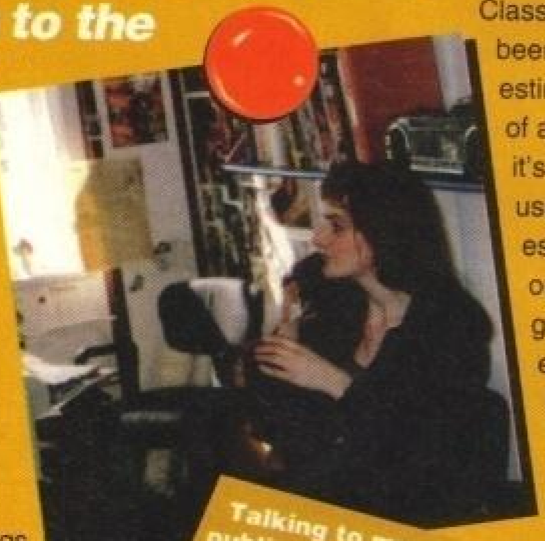
Ollie's over the moon because my monthly phone around revealed that Grandslam have finally got *Liverpool* ready. Ollie may be the arty farty one but he'll probably have a lot of input into the review being such a footie fan. Some more budget stuff is now also on the way and *Bee 52* should also be reviewable this month.

The major dilemma of the day is who's going to make the tea? The problem is usually solved with a 'spoof' (a strange West country custom). Today Dave lost, which is great 'cos he makes a good cuppa.

TUESDAY 11th

It's strange how Trent's always out of the office on Tuesdays. He assures us it has nothing to do with it being reader call day.

We've had a long chat about the Modern Classics pull-out and I've been given the oh-so interesting task of collating lists of available games. Okay it's going to be extremely useful for you lot, and an essential part of the pull-out, but compiling it isn't going to be the most exciting piece of writing I've ever done.



Talking to my adoring public on reader call day.

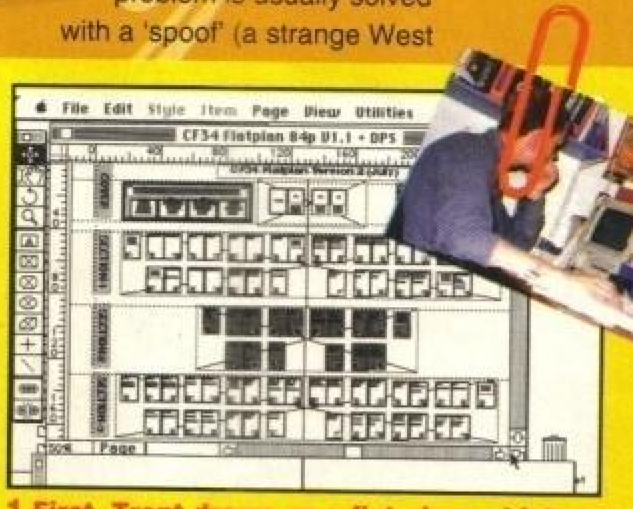
But I immediately rang all the software companies to quiz them about the availability of their games. Unfortunately most of them weren't in because they were still recovering from the aftermath of *Amiga Format* Live.

By about four o'clock my concentration waned and *The Addams Family* slipped into the datassette and loaded all by itself. Spooky huh? Seeing as it was there I thought I might as well play it – purely in the course of duty, of course.

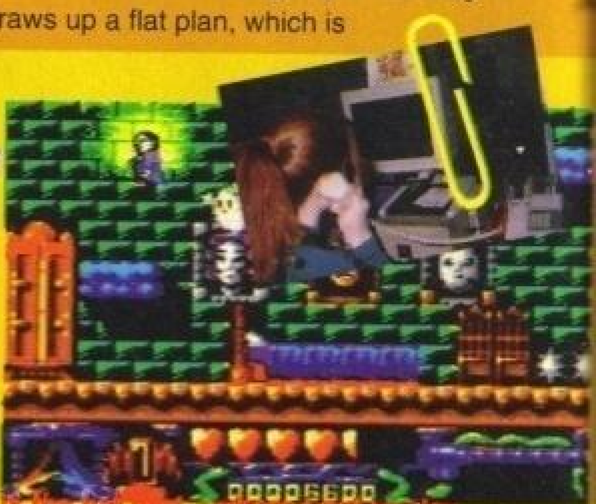
WEDNESDAY 12th

When we've decided what's going in the mag Trent draws up a flat plan, which is

FIVE INCREDIBLY DIFFICULT STEPS (EACH REQUIRING HUGE AMOUNTS OF SKILL AND EFFORT, WE'LL HAVE YOU KNOW) TO CREATING A PAGE OF CF...

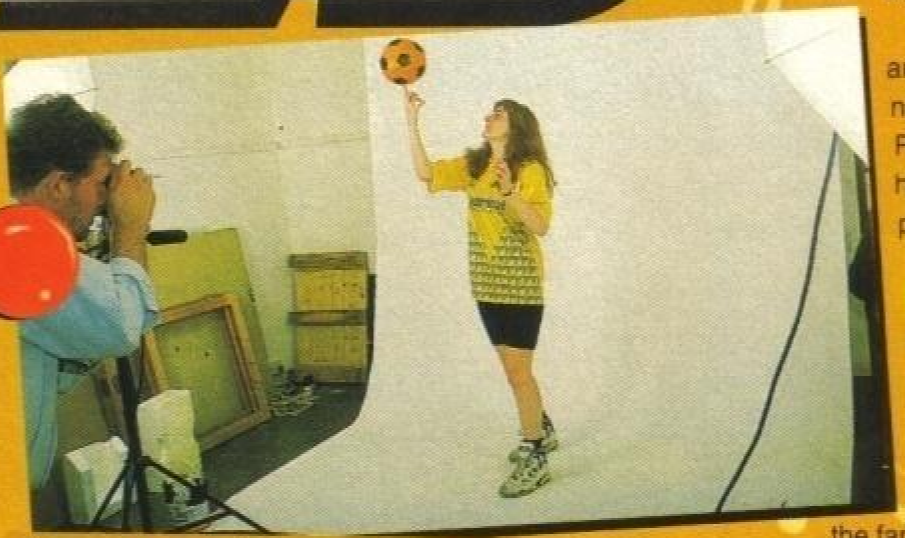

File Edit Style Item Page View Utilities
CF34 Flatplan 84p V1.1 • DPS
Page

1 First, Trent draws up a flat plan, which shows what will be going on each page. *The Addams Family* pages are highlighted.



2 This is the fun part – where I get to play the games (*If it's so much fun how come you curse so much when you're doing it – Ed?*)

DEAD



For some reason I always end up in daft poses during the photo shoots while Trent, er, doesn't.

basically a map of the issue so that we all know what's going where. The flat plan for *CF*34 is particularly huge and scary with 16 more pages than usual! So I panicked and started on my *Addams Family* review (*about time too! – Dave*).

We also did a photo shoot today for the contents page and I can assure you that being a model is no glamorous job. I spent all morning in a cold studio striking daft, uncomfortable poses in a very unflattering footie top and a pair of oversized trainers that made me look like Goofy.

THURSDAY 13th

From ten 'til six today I was stuck in a small room with six lads and a middle-aged newspaper journalist. We spent most of the day slagging off each others' writing and discussing the validity of the headline, 'Freddie Starr Ate My Hamster'. Apparently this was supposed to teach me about writing good news stories. Check out Snippets and see if you think the course did any good.

FRIDAY 14th

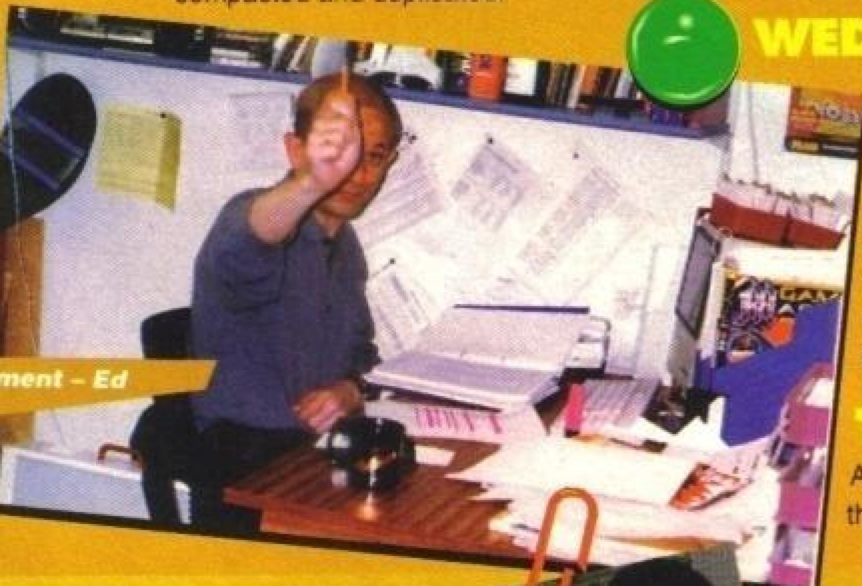
I've been playing *The Addams Family* on and off for a few days now so the next thing to do was grab some screenshots. We use Apple Macintosh computers to put the magazine together so I have to convert the picture signal from the C64 into data that the Mac can understand – It's a bit of a long-winded system but it's much better than photographing the screen from the monitor which is what we used to do.

Meanwhile I'm still ringing around the softies. Still no news on *Lemmings*, although Psygnosis confirm that we have an exclusive on a playable demo of the game.

MONDAY 17th

I grabbed *The Addams Family* yesterday so there's nothing left to do but finish writing the review. I use a standard word processor; all the fancy stuff is done by Ollie and Lisa on their far more powerful Macs. Usually once I've written a review I leave it over night and check it again in the morning for mistakes when my mind is fresh. You never catch all your mistakes – it's better that someone else looks through it too (*and guess who ends up with that gargantuan task? –Dave*).

Trent and I had to decide what was going on the cover tape, which means playing yet more games. It might sound a doss, but it can get very tedious sitting through tons of humdrum games looking for a few that are up to the high standards that the *CF* Power Pack demands. When we've made our choice the programs are sent off to be compacted and duplicated.



No comment – Ed

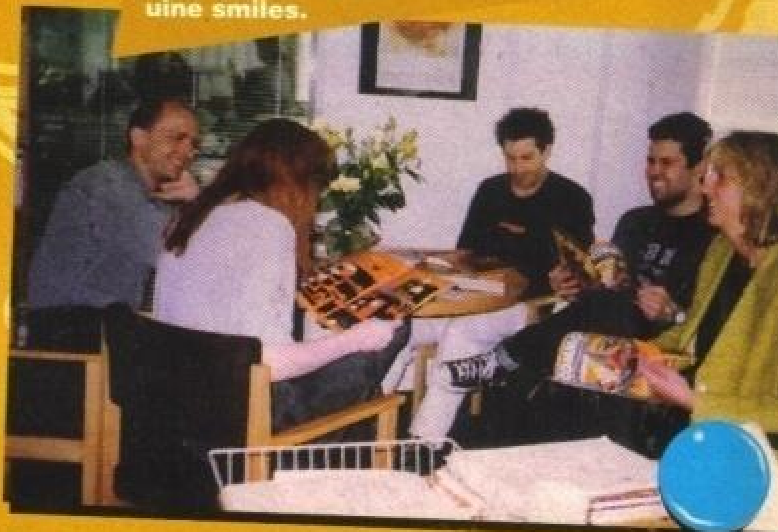
TUESDAY 18th

I gave *The Addams Family* one final check then Dave took it across to his Mac and 'subbed' the copy. In other words he read through what I'd written, corrected any spelling or grammatical mistakes and put everything, including the pictures, into a file into *QuarkXPress*, the Desk Top Publishing (DTP) program we use.

Meanwhile, I spent most of the day dealing with reader calls. Most of them have queries about games and want to speak to Andy, but he doesn't work in the office, so they have to make do with me. Anyway, it's probably much more of a thrill for the callers (*are you sure? – Ed*).

Issue 33 came back from the printers so we had our monthly meeting with Jane, our publisher, to discuss what was good and what was bad (ie, we tell her what was good, she points out was bad, and both sides disagree). She usually sends out for Bagels but all we had this time was a cup of tea each. Dave sulked for the rest of the day.

We love our monthly chats about the issue with our publisher... You can tell by those really genuine smiles.

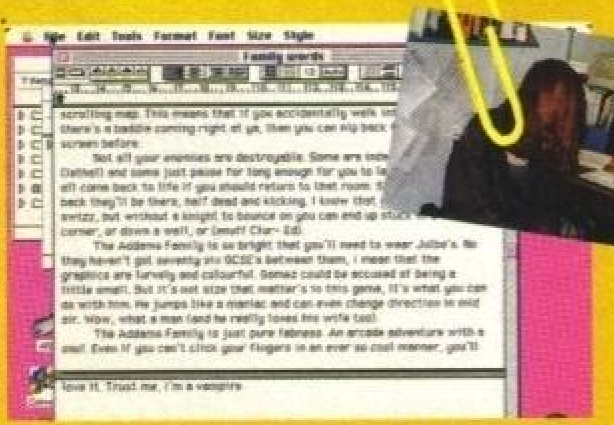


WEDNESDAY 19th

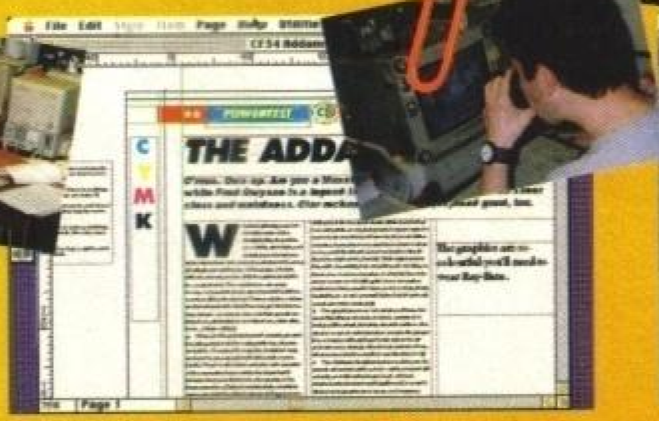
I went to visit David Birch at Grandslam in Croydon (you get to go to all the most glamorous locations in this job) to pick up a copy of *Liverpool*. When I got back I gave the review to Dave to do, 'cos he beat me three-nil at it. Let's hope it goes better for the Owls tomorrow.

THURSDAY 20th

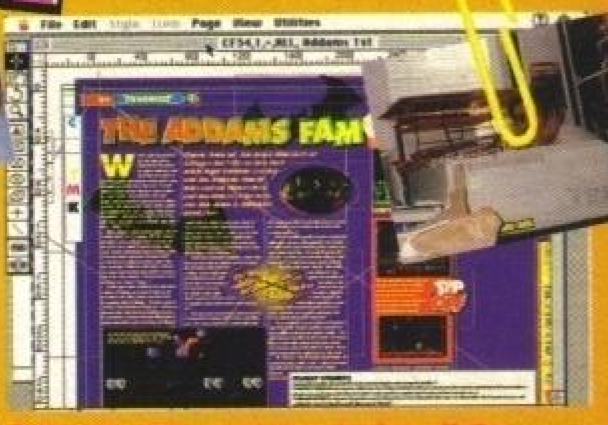
Aaargh! *Bee 52* won't be in for review this issue! Richard Eddy from



3 Out with the dictionary and Thesaurus, the hard work begins now – writing the review on my word processor.



4 Dave... (*turns the review into coherent English – Dave*) I'll ignore that... Then he sticks all the words into a DTP package.



5 Finally Ollie and Lisa design all the fancy layouts (we let Ollie do *The Addams Family* 'cos well into tacky horror).

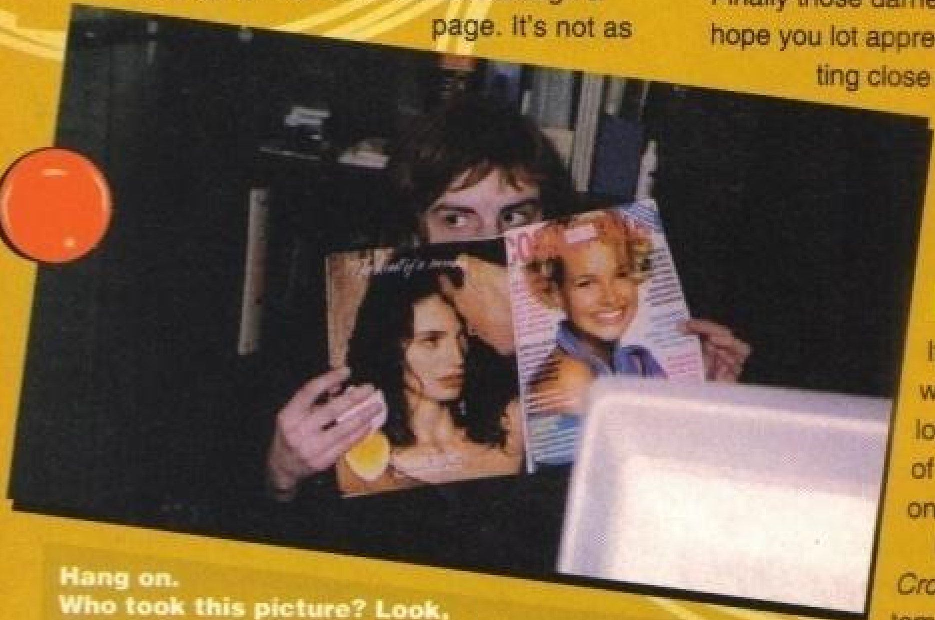
CodeMasters gave us a ring to say they were holding up release of the game until the NES version is ready. Don't you hate consoles?

It was Dave's birthday today so we all clubbed together and bought him a prezzie. You know he doesn't deserve pals like us. (*You can say that again! What have I done to deserve pals like you? – Dave.*) Predictably, we're all going out for a meal tonight to celebrate.

Trent was glued to telly all day for news of the FA Cup final so I played *Rodland* 'till it came out of my ears.

FRIDAY 21st

Ollie started laying out *The Addams Family* review today. All the art's done on Apple Macs and Ollie's got a particularly smart one. It can take up to five solid hours to design a page. It's not as easy as it first looks I can tell you that for nothing (*but you're not; you're getting paid for writing this – Ed*). Me and Ollie always try to have a chat about the design before he starts, it makes things a lot easier if you've got specific ideas about how the page should look.



Hang on. Who took this picture? Look, there's a copy of *Guns and Ammo* hidden behind there, honest... Darn, I've been sussed!

Time to start work on Previews and Snippets today. Writing the pages is easy. Getting the stuff in to fill them with isn't. That's where all that phoning around pays off; you need to be constantly in touch with the softies to make sure you don't miss out on anything important.

MONDAY 24th

Reviewing and grabbing *Rodland* was priority number one today. Ollie finished the design on *The Addams Family* over the weekend so Dave has one last check over it for mistakes and quirkiness that may have appeared. Sometimes (*usually! – Dave*) there are the wrong number of words to fit in the space that Ollie's left between the piccies. So Dave either has to write some more or cut some words out. I still have to do all the captioning, though.

TUESDAY 25th

Trent didn't come in today. He said he had to get his car MOTed. Which is rather odd, seeing as he hasn't got a car. Ollie and Dave hogged the 64 all day while I continued typing in the lists of games for the pull-out. I knew I should have taken typing at school instead of A level Pure Maths.

WED 26th

Trent gave The *Addams Family* one last check before it was sent to our in-house lino machine – that's where the page is put on to the film that will ultimately be sent to the printers.

I still haven't finished typing in those lists; this is taking me much longer than I thought it would. I should have started on the *Skull and Crossbones* review by now but it's going to have to wait.

THURSDAY 27th

Finally those darned lists have been finished. I hope you lot appreciate them. Anyway, as it's getting close to deadline so, I stayed late (*ahh, diddums – Ed*) to get a start on the *Skull and Crossbones* page that should have been finished two days ago.

FRIDAY 28th

It looks like I'll probably have to work this weekend. We've got a lot of extra work to do, because of the extra pages, and everyone does their bit to help.

I tried to grab pics of *Skull and Crossbones* but the grabbing system is playing up again. For some reason it's filtering out all the red in the pictures. We got Avi, Future's main technical bod, to have a look at it, but he couldn't find anything wrong and accused us of breaking it and being a bunch of incompetents (tact is not one of Avi's strong points). So I hit it (which didn't help but made me feel an awful lot better).

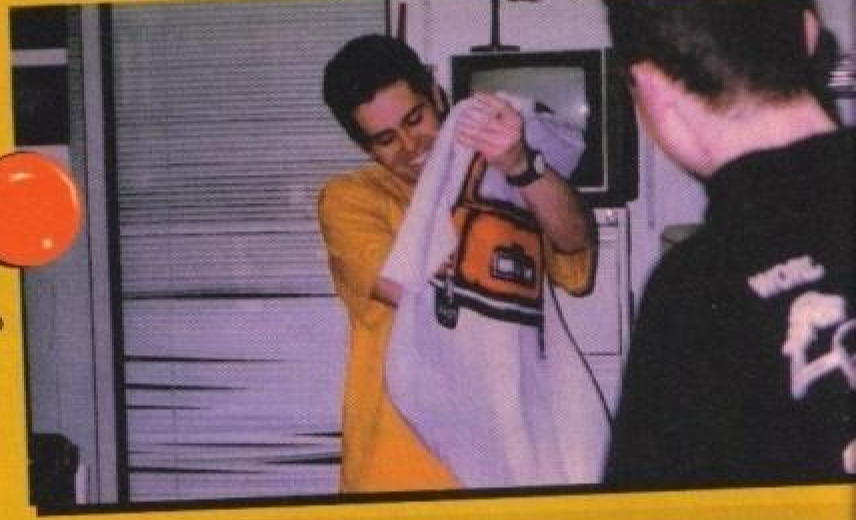
MONDAY 31st

Avi's fixed the grabber so I successfully grabbed *Skull and Crossbones*, red and all, and handed the review over to Dave.

The Argon Conspiracy has turned up, so I've got to make a start on that, not to mention the fact that Trent has offloaded the PD page on to me this month. Ah well that's your lot when you're a lowly staff writer (*the bottom rung of the evolutionary ladder, really – Ed*).

WHO'S FOR A SPOOF?

Spoofing is what the *CF* crew resorts to when we need to decide who's going to have to undertake some odious task (like making the tea). It's an elimination game that involves guessing how many coins everybody's holding in their sweaty palms and it can take an age.



Yes it's true – Radion Ultra really does get ou messy food stains. What a birthday surprise!

TUESDAY 1st JUNE

The tape duplicators sent five, randomly selected copies of the Power Pack back to us today. When they arrive everything else I'm doing comes to a full stop because I have to load and check every one. If I can't load even one game on one tape the batch is rejected.

Thankfully all the tapes worked first time this month, so it's back to *The Argon Conspiracy* and captioning the stuff that Ollie and Lisa have finished laying out.

WEDNESDAY 2nd

I grabbed the tape games yesterday so my job for the day was to write the instructions. Some of the old classics we get have long since been divorced from their instructions, so it takes quite a while to figure out the controls sometimes.

Once I'd done that I became general dog's body for the evening: "Take this to so and so... Just type that in... Get a price check on this... Use your feminine touch to... Ooof!... Okay, forget that..." Dave and Trent proof pages like mad things, while Ollie and Lisa churn out stunning pages faster than a Canon colour photocopier (that's copying a page of *CF*, of course).

THURSDAY 3rd

The Day before deadline. I've done everything I can do and there are still ten pages to design and proof before six o'clock tomorrow. Trent, Dave, Ollie and Lisa all slave away. But I'm already working on the next issue, ringing around the softies and starting work on the next round of reviews.

FRIDAY 4th

This is it, DEADLINE day! It's best to steer clear of the office on deadline, one wrong move and you'll have your head bitten off. Unfortunately, I can't find any excuse to steer clear, so I have to brave the elements and, predictably, end up making all the tea (any mention of the word spoof would be life-threatening).

Finally, about half six, all the pages have been sent to the lino. Ollie'll pick them all up and send all the film to the printers. But for now we're all off to the pub (for an intensive discussion about the next issue, of course).

DO THE SPRITE THING

PART 2

30 days ago Do The Sprite Thing Part 1 revealed the shocking truth about how sprites are created. Now in the sequel, Do The Sprite Thing 2 (The Coder's Revenge) Bones tells us exactly where to put your sprites – and how to move them there in the first place!

Creating a sprite is one thing (which, by some strange spooky co-incidence, we told you all about last month) but sticking it on your screen and getting it to move it about is another thing altogether (which by an even spookier co-incidence is what we're going to tell you about this month). But fret not, because we're just about to let you in on the secret of getting your sprites to do their thang. Secrets like the fact that SN stands for Sprite Number in all our abbreviations (don't worry, they do get a lot better).

SPRITE POSITIONING

The VIC-II chip – which is a processor at the heart of the C64 that does a lot of hard number-crunching work – is used to control where on screen a sprite will be displayed. If this information is updated rapidly enough, then sprites can be sent whizzing around the screen (*well, in machine code, at least; in Basic they have an annoying tendency to crawl snail-like around the screen – Ed*). The VIC-II chip uses three registers to store each sprite's position, and they are:

1 Sprite X-Screen Coordinate – Delta X (DX) Register
2 Sprite Y-Screen Coordinate – Delta Y (DY) Register
3 Most Significant Bit (MSB) Register

A byte can contain any value from 0 to 255. As each of these 'D' registers is a byte, this means that the DX Register allows a sprite to be placed in any one of 256 horizontal screen positions, while the DY Register allows a sprite to be placed in any one of 256 vertical screen positions. This sounds fine until you consider the C64's screen. The screen's resolution is 320 by 200 pixels. Positioning a sprite vertically is not a problem as there are more than enough positions in a register, but the horizontal DX register is some 65 positions, or pixels, short!

This is where the MSB Register comes into play; I bet you were wondering where it entered the frame – or should I say screen? (*No you shouldn't – Ed.*) The eight bits of this register act as on/off switches, one for each of the eight sprites. When a sprite travelling horizontally across the screen reaches a position where its DX Register value equals 255, then for it to continue moving in the same direction some method of storing a larger number is needed. This is achieved by resetting the value in the DX register to zero and turning ON the bit representing that sprite in the MSB Register.

Turning this bit ON tells the VIC-II chip that this sprite is at position 255 plus whatever the current value of the DX register is. Effectively this allows the DX Register, in conjunction with its bit in the MSB register, to double-up its screen positions from 256 to 512, more than enough for the C64's screen.

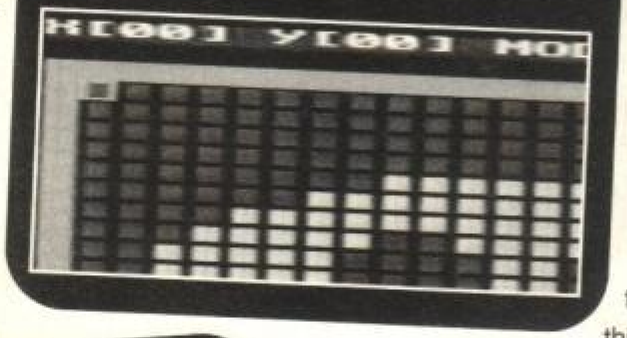
The area of the screen which the MSB affects is the far right of the display. This is because like books, maps and virtually everything else in western culture the screen works from left to right. For a clearer picture, see fig 1.

This 512 x 256 'map' does mean that some of the locations are hidden behind the screen's borders, but they can prove useful when you want to make sprites appear to emerge or disappear smoothly on or off of the screen.

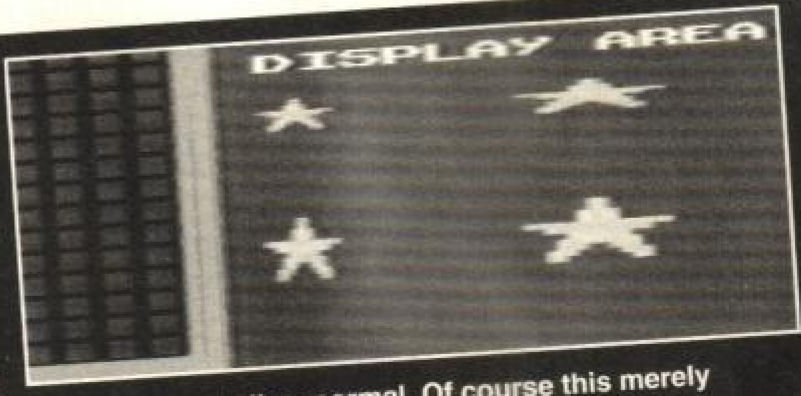
Each sprite has its own pair of DX and DY registers, and uses the appropriate bit in the MSB register (bit 0 for sprite 0, bit 1 for sprite 1,

THE RIGHT SPOT

The position of a sprite on the screen is always calculated from its TOP LEFT corner, no matter what data, or image, it contains. So even if there's only one bit in the bottom right corner switched ON, the sprite's position still has to be calculated from the TOP LEFT.



EXPANDED SPRITES



At the drop of a straw boater, your VIC-II chip can expand a sprite vertically, horizontally or in both directions at the same time. It simply makes each dot in the display twice as wide or twice as tall as normal. Of course this merely increases the size and not the resolution of the sprite.

This is achieved by using a specific memory register as a bank of eight switches. For horizontal expansion use register `53277 ($D01D)` **and for vertical expansion use register** `53271 ($D017)`. **Try this for size:**

```
POKE 53277,PEEK(53277)OR(2≠SN) :REM EXPAND THE X DIRECTION
POKE 53277,PEEK(53277)AND(255-2≠SN) :REM UNEXPAND THE X DIRECTION
POKE 53271,PEEK(53271)OR(2≠SN) :REM EXPAND THE Y DIRECTION
POKE 53271,PEEK(53271)AND(255-2≠SN) :REM UNEXPAND THE Y DIRECTION
```

etc) for its horizontal extremes. Table 1 lists, among others, the locations of all the sprite positioning registers. It's these registers which are used (via either Basic POKE statements or machine code Load/Store instructions) to move sprites around the screen.

FORMAT'S REALLY ORIGINAL SPRITE THINGY

WRITTEN SPECIALLY FOR COMMODORE FORMAT BY BLACKKNIGHT AND BONES

WELC

PRESS THE SPACE BAR TO START

It may help to load up *CF*'s own sprite creator *FROST*. This package was given away on *Power Pack* 32 and is useful to have running as you read this feature.

VERTICAL (Y) POSITIONING

Although it may seem a little cock-eyed, it's best to tackle Y positioning first as it isn't complicated by our old friend MSB. NB: Sprite 0 is used in all the following examples. Its Y coordinate is stored at location `53249` (D$001).

If you `POKE 53249,0` then you won't see your sprite on the screen because it's hidden by the top border. It will remain hidden until you POKE a value greater than 29 (this is how many pixels wide the border is) to that location. POKE 53249 with a value of 30 and the bottom row of pixels of the 21 rows which make up the sprite will be visible. POKE a value of 50 and the entire sprite is visible.

If you now POKE a value greater than 249 the sprite will disappear behind the bottom border. As values from 0 to 255 can be POKE'd into the register this means you can smoothly scroll a sprite out from and in to the top and bottom borders.

Things are a bit different when you use vertically expanded sprites because they are twice as high. So only POKEs which are less than nine will result in the sprite being hidden entirely behind the top border; POKEing between 50 and 208 will display the entire sprite on-screen. In fact, 208 gives the appearance that the expanded sprite is resting on the bottom border. Greater than 208 and the sprite will start to disappear behind the bottom border.

HORIZONTAL POSITIONING

Positioning sprites horizontally is more difficult because there are more than 256 locations and so the MSB (you have been paying attention, haven't you?) comes into play.

To obtain a number greater than 255 a further byte, the MSB, is needed. However, only a few extra positions are needed so it isn't necessary to gobble up a whole second byte, just one bit per sprite will suffice. When this bit is OFF (0) then the usual 0–255 value stands. When the bit is set ON (1) then 256 is added to the value held in the Sprite's Y register. This means that you can access from 0 to 511 locations. For example, if a sprite's Y register contains the value 60 and the MSB has the relevant bit set ON then the true value, or screen location, is 256 + 60 = 316.

The locations horizontally visible on screen run from 24 to 343. Any other value means the sprite is either fully or partially hidden behind the border. Each sprite uses a bit from the MSB register. Sprite 0 uses bit 0, Sprite 1 uses bit 1, and so on for all eight sprites and bits.

To set (1) or reset (0) a bit in the MSB Register:

```
POKE 53264,PEEK(53264)OR (2↑SN)
```

to turn the bit on, or

```
POKE 53264,PEEK(53264)
AND(255-2↑SN)
```

to turn the bit off.

When moving sprites around the screen the program must keep a constant check on the sprite's DX Register and be ready to either set or reset the X's Most Significant Bit.

NB. If you add 1 to a byte that currently holds a value of 255 then it will wrap back around to 0. Likewise subtract 1 from a byte holding the value 0 and the result will be a value of 255.

ON THE MOVE

So, now you know how to get a sprite to show itself on screen but how do you get it to move? Simple really. You just write a short piece of code in which the values of the DX bytes are constantly being altered. To get a smooth left-to-right movement, for example, you would keep adding, say, two to the DX value. Constantly subtracting two would make it move from right to left. Up and down movement (surprise, surprise) is the result of altering the DY value. And, just like with an Etch-A-Sketch™, fiddle with both values at the same time and you get diagonal movement.

DISPLAY PRIORITIES

Sprites can appear to cross each other's paths, to move behind each other, or behind other on-screen 'objects' (such as bit-mapped screens or characters) which can add a feeling of 3D to your games.

The priority between sprites is fixed. If you display all the sprites so they overlap slightly – like a pack of eight playing cards – then sprite 0 will be in front of all the others, sprite 1 will be immedately behind sprite 0 but in front of the rest and so on with sprite 7 buried right at the back somewhere.

Sprite to background priority is not fixed. So you can control whether a sprite appears in front of or behind background data. Different sprites can also be given different priorities with some sprites appearing behind, and others in front of background objects. This can be used to create the illusion of sprites going in front of and behind the game's scenery.

Control is achieved by setting or resetting the appropriate bit in the Sprite to Background Display Register at location `53275` (`D01B`). A value of 1 means that the Sprite has priority over background, while 0 means the background has priority. The process for turning the

POWER PACK PROGS

There have been several programs on our cover tapes over the last couple of months which demonstrate sprites in action, so to speak:

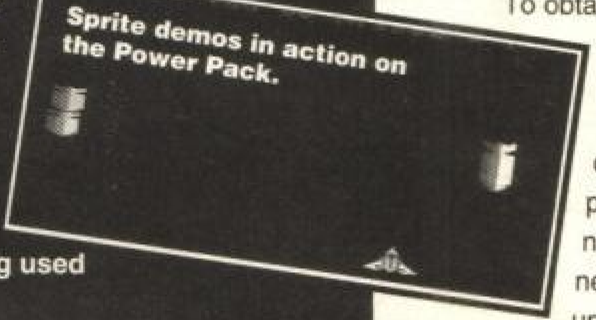
1 SPRITE DEMO.BAS (Power Pack 33) – This is a demonstration program in Basic showing the full use of all eight sprites in a game-like situation. It is not intended to be a game; it's simply to show what can be done using all eight sprites.

2 SPRITE DEMO.TXT (Power Pack 33) – This program is a tutorial which examines, almost line by line, the major coding used in SPRITE DEMO.BAS.

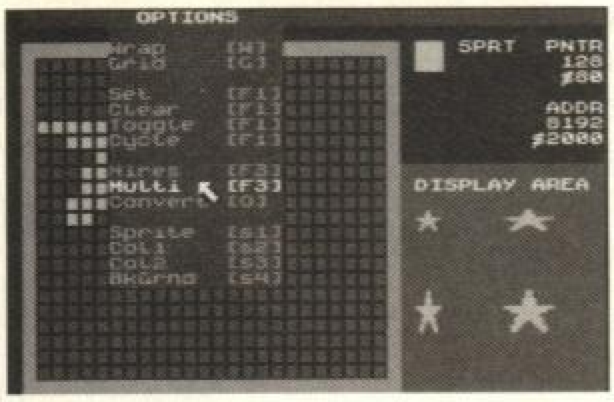
3 BIT DEMO.BAS (Power Pack 34) – This program shows a somewhat different approach to the use of sprites in that it uses all eight sprites to graphically represent the binary bits of the ASCII keys selected by the user from the keyboard.

4 SPRITE DEMO.MC (Power Pack 34) – This is virtually the same program as SPRITE DEMO.BAS except it has been converted into machine code. It gives a good comparison of the efficiency of the two languages and is around 2.5Kb shorter than its Basic equivalent.

5 SPRITE DEMO.SRC (Power Pack 34) – For machine code programmers this is the Assembler source code for SPRITE DEMO.MC. It was written using the 6510 + Assembler, but can be read, though not run, as a Basic file. This was written to emulate the Basic program as closely as possible.



Sprite demos in action on the Power Pack.



***FROST* is packed with handy features. Each screen shows the address and pointer values.**

Priority Register ON or OFF is the same as that outlined in turning sprites (or bits) on or off.

COLLISION DETECTS

The VIC-II chip has a built-in facility to detect when a sprite overlaps other sprites or background data. 'Collision detection' proves useful for tasks like determining if the game's laser bolt sprites have hit or missed the player's space ship sprite.

A collision between two or more sprites is detected by reading the sprite-to-sprite Collision Register at `53278` (`$D01E`). The bits in this register once again are used as a bank of eight switches (one for each sprite). So if, say, sprites 0 and 6 are touching each other then bits 0 and 6 will be set to 1. In other words the value held in the register will be 65. Why? Er, well check this little lot out:

7	6	5	4	3	2	1	0=	bit number
0	1	0	0	0	0	0	1=	on off/bits
128	64	32	16	8	4	2	1=	bit values
0+	64+	0+	0+	0+	0+	0+	1=	65

What this all means is if the value of the byte is determined to be either 1, 2, 4, 8, 16, 32, 64 or 128 then no collision will have happend. If it's any other value (as shown in the example above) then a collision is deemed to have occurred.

If you write a collision detection routine it's best to read the register with something like `SN = PEEK(53278)` and then to work with this SN, as once the register is read it automatically resets itself to zero. It's also good practice before exiting from this routine to read the register once more with `PEEK (53278)` just to ensure that the register has been cleared.

THAT'S YER LOT

So now you know all about sprites. Don't you feel a better, more rounded person, happier with both the world and your life? If there are any specific points that you're confused about… well, that's what Jason and his Techie Tips are here for.

If you've enjoyed, found useful or wrapped your chips in Do The Sprite Thing, then make sure and lets us know. And when you do make sure and note down the areas you'd like to see explored along with your level of technical expertise.

BONES

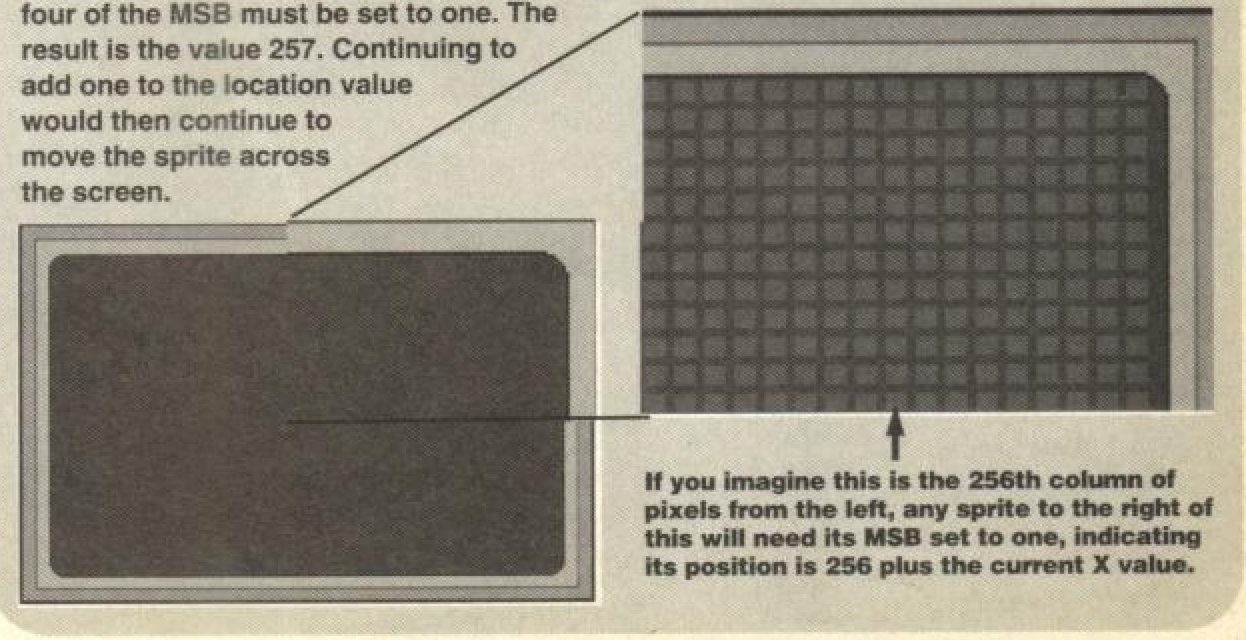
Sprite Table Manners

Throughout this feature we've been giving you important memory locations. If you've been conscientious you will have noted them all down. If you haven't, then have a good laugh at all those boring conscientious squares, 'cos here's a summary table of the whole darned lot of them:

HEX NO	DEC NO	DESCRIPTION
D000	53248	Sprite 0 X position.
D001	53249-	Sprites 0 Y position
D002	53250	Sprite 1 X position.
D003	53251-	Sprites 1 Y position
D004	53252	Sprite 2 X position.
D005	53253-	Sprites 2 Y position
D006	53254	Sprite 3 X position.
D007	53255	Sprites 3 Y position
D008	53256	Sprite 4 X position.
D009	53257-	Sprites 4Y position
D00A	53258	Sprite 5 X position.
D00B	53259	Sprite 5 Y position.
D00C	53260	Sprite 6 X position.
D00D	53261	Sprite 6 Yposition.
D00E	53262	Sprite 7 X position.
D00F	53263	Sprite 7 Y position.
D010	53264	Sprites 0-7 X position (MSB of X Co-ordinate)
D0115	53269	Sprite display enable 1= enabled, 0 = off
D017	53271	Sprites 0-7 expand 2 x vertical (Y register)
D01B	53275	Sprite to background display priority 1=sprite, 0=back
D01C	53276	Sprite 0-7 multicolour mode select 1=MCM, 0=Hires
D01D	53277	Sprite 0-7 expand 2 x horizontally (X register)
D01E	53278	Sprite to Sprite colllsion detection
D01F	53279	Sprite to Background colllsion detection
D025	53285	Sprite Multicolour register 0
D026	53286	Sprite Multicolour register 1
D027	53287	Sprite Colour register 0
D028	53288	Sprite Colour register 1
D029	53289	Sprite Colour register 2
D02A	53290	Sprite Colour register 3
D02B	53291	Sprite Colour register 4
D02C	53292	Sprite Colour register 5
D02D	53293	Sprite Colour register 6
D02E	53294	Sprite Colour register 7

MOST STRENUOUS BIT!

If you wanted to move sprite four acroos the screen from left to right, location by location, then when you reach location 256 the value in the DX must be reset to zero and bit four of the MSB must be set to one. The result is the value 257. Continuing to add one to the location value would then continue to move the sprite across the screen.



If you imagine this is the 256th column of pixels from the left, any sprite to the right of this will need its MSB set to one, indicating its position is 256 plus the current X value.

THE MIGHTY BRAIN

Can it be true? Is there something that The Mighty Brain doesn't know? Well no actually, it's just a blatant lie to grab your attention. You never know, though, your question could be the one that catches Old Big Head out! So send a letter to TMB, Commodore Format, 30 Monmouth Street, Bath, Avon BA1 2BW and try!

SCHWARZENEARLY?

Dear TMB,

Yes, it's me again (*so it is – TMB*). You cannot be a Mighty Brain! If you don't know what I mean (*you're referring to a spelling mistake, I'd imagine – TMB*) then my proof is that you made a spelling mistake (*told you! – TMB*).

On Mawgan Pengelly's letter you spelt his name wrong! Anyway, on with the questions and other bits:

1 The pieces in Trivial Pursuit are called segments – I think!

2 *CF*32, brilliant!

3 I saw *ARNIE 2* a month before it was due to come out – how come?

4 Ask the Ed for a rise (a hefty one too!).

5 Tell Webby to stop being so nasty to the rest of the *CF* crew and to let them finish what they are sayi... (*that's enough of that – Ed*)

6 Does any of the team own a Scalextric track? If so, do they know about the National Scalextric Collectors' Club? It is really good.

Edmund Clarke, Banham.

1 Cheers. In the manual for the board game they're called wedges, but over the last few years – as you can imagine I'm a popular choice for Future's Full Contact Triv' Team – I've heard them called all manner of things. Personally, I see them as pieces of pie.

2 We aim to please. Ta me old plate.

3 Scheduling a release date for games is a tough business. For starters, programming is hard to plan. A hitch-free coding session can put you days ahead of schedule, but one small problem can add weeks to the project. When *ARNIE 2* was finished – even though it was earlier than expected – Zeppelin would have had all the packaging prepared, ready to rush it through duplication and to the shops. Obviously publishers want to get a game out and earning its keep as soon as possible.

4 Can I have a rise ple... (*No! – Ed*)

5 And will you stop cut... (*NO! – Ed*)

6 None of the current team have a Scalextric set. James Leach (a former *CF* bloke) used to have a pretty nifty WEC Jaguar though. The little brake lights worked and everything! ***TMB***

AND SO WE ENTER THE RAPID FIRE ROUND

- **After years of playing *Pyjamarama* I have finally managed to complete it. The message at the end says to look for a game called *Life Of Wally*. I was wondering if anyone at the CF office has heard of it?**

Jason Robinson, Chorley.

The game you want eventually ended up being called Everyone's a Wally but is so old now that it's de–listed.

TMB

- **How much does Dave Golder weigh?**

Chris Wilson, Blyth.

Recent theories suggest that Dave may actually have a bloke hole for a digestive system. Only a matter–devouring wormhole in space would explain why he's only chubby and ot fat, why exerts a strange gravitational ffect and why his weight fluctuates from 3lbs oz to 123 metric tons!

TMB

- **I would like to know if the game Space Invaders was ever released for the C64?**

AR Bird, Birmingham.

Yes there's a version of the arcade original on *Classic Arcadia* (published by Alternative Software ☎ 0977 797777) or there's The Hit Squad's updated version of the game, *Super Space Invaders* (☎ 061 832 6633).

TMB

- **In *CF*30 you said that all the *Batman* games were published by Ocean. At Christmas, though, I received a game called *Batman* that was published by The Hit Squad. What went wrong?**

Lucy Ockenden, Cambridgeshire.

The Hit Squad is actually Ocean's own budget label. *Batman* first appeared as a full pricer published by Ocean a few years back. It's a great game, though!

TMB

SPRITE FIGHTER 2?

Dear TMB,

1 I don't believe in either you or Roger Frames because all anyone ever sees of both of you are drawings, never photos!

2 If I'm correct, the C64 can handle eight sprites on screen at any one time. In this case, if a Championship Edition of *Street Fighter 2* was to be coded then three sprites could be used for each person and one sprite for their projectile – Ryu plus his fireball, for example. And four sprites could be used for the bigger characters (such as

Zangief and E Honda) with no projectile. This is in reply to the letter from Craig Walker and Gavin Davis in *CF*32.
Kevin Hollowed, Eire.

1 Taking your point of view to a logical extreme nothing was real until photography was invented! But seriously, we use drawings for the simple reason that while I am considered something of a 'hunk' among my species, to humans I could hardly be considered photogenic.
2 It's a neat idea and it would work, but at the moment there seems to be a plethora of new *Street Fighter* variations – *Final Victory* has just been released and a *Turbo Version* is in the pipeline – so the *Championship Edition* is no longer 'top of the range'. We'll have to wait and see if anyone takes up the licence when the dust has settled. **TMB**

BANANAS

Dear *Commodore Format*,
WARNING! This letter is about FOOD – so don't show it to Mr David Golder Esq! I've got an improved recipe for Clur's Banana Milkshake. It's wicked! You need:
3 Teaspoons drinking chocolate powder
1/2 teaspoon hazelnut chocolate spread
1 Scoop vanilla ice cream
1 pint semi–skimmed milk (a dash of cream is optional)
Put everything in the liquidiser and blend for 20–25 seconds. Pour into glasses and drink.
Michael Stallard, Oswestry.

Think you fir yor resippy.

Deve, Yo can luk again know! I hop their werent two meny spellin mistaks in this bit ewe aloud too cheque over. **MBT**

WHICH DOCTOR?

Dear Sir,
In *Dalek Attack*, on its box it says that I can select from three choices of Doctor: Sylvester, Tom and Patrick and two choices of assistants: Ace and a UNIT soldier. I am having difficulty selecting these characters.
Fraser Davidson, Glasgow.

In the C64 version you're stuck with Sly and Ace. Not a bad choice in my opinion... **TMB**

Patrick's having a sulk because he's found out he's not in the 64 version of *Dalek Attack*.

POLL THE OTHER ONE!

Last month I held an impromptu telepathic poll in a bid to find which flavour of *Star Trek* *CF* readers preferred. I asked you to look at and concentrate on one of two Trekkie pictures and then to 'think' your vote.

Well, I sat, I concentrated and I collated the results, but the turnout was hardly stunning. Hence the result I have calculated is a wild one–sided affair. The 'winner' was *Star Trek – The Next Generation* which enjoyed by 37 per cent majority. This result cannot be taken at face value, as it seems Dave wandered the streets of Bath forcing people to 'think' false votes – he would have got away with it too, except that he went a bit too far. So, 'Kip' the poodle watches *Next Generation*, eh? Dave, don't take the mick!

GERM–FREE

Dear Brain,
Do you have any virus cures that are user-friendly? The tape supplied with issue 31 of your mag contained a virus. It replaced *Odus* on the tape (the intended program did not load). The result is that all the characters have been swapped around on the keyboard, ie pressing J produces JOJOJO etc. Games will partly load but they stop. Your tape was the only one I was using at the time.

This is the first time I have had virus trouble so it could not have come from my other games. So what I want from you is a solution. How do I beat a virus?
Ben Lenihan, Co Cork.

First let me allay some of your fears. Viruses, while feasible on an 8-bit system, are all but unknown. Viruses, you see, are small independent programs that subvert computer systems. These programs hide themselves high in RAM and carry out their work – which can be anything from simple self-replication to damaging data.

As viruses are programs they can only exist when they are either in RAM or have been saved on to tape or disk. For a program to remain in RAM the computer has to remain switched on. Once the power is turned off, everything in RAM will be lost instantly and the virus erased. So if you think your machine has been attacked – which is highly unlikely – just pull the plug.

If – by some fluke – you did have some virused data/programs, then loading them again will 're-infect' your system. So if you're feeling really paranoid, then leaving your C64 turned off for about 30 seconds between using any two programs will make sure that infection doesn't spread!

Even if your system had become infected with a virus which was still active, it would not be able to permanently damage your machine. Your C64's system is stored on ROMs and there is no feasible way that a program could alter the information on them. It sounds more likely that your C64 has developed a few problems. After leaving your computer turned off for at least 30 seconds, try loading one of your tapes that you KNOW loads. If the problems persist, you need to get your machine looked at by an engineer. **TMB**

THREE R's

Dear TMB esq,
1 Why is Clur so childish? I am referring to her giving *Spelling Fair* (*CF*30) a Corker. It's dispickable!
2 Will we have more programs like *FROST*?
3 What has happened to Agent Kittyhawk?
4 Why are you so fab?
Jaime Rodriguez, Dyfed.

1 Fact: Clur is childish. Fact: *Spelling Fair* deserves a Corker. Fact: Despicable doesn't have a K in it! Fact: You need *Spelling Fair*.
2 Probably. We were waiting to see what the response to *FROST* was, and so far it's been very positive.
3 She was working on a 'freelance' project near Highgrove House when a few of her tapes were discovered – you may have read about it in the national papers. She is now avoiding Her Majesty's Finest and was last seen heading for Jakarta. We'll keep you informed of any developments
4 Must be natural talent, I suppose. **TMB**

Kittyhawk: Spy for hire – find her, that

WANT A FIGHT?

To TMB,
1 What is your favourite issue of *CF*?
2 Have there been any other WWF games on the C64 other than *Wrestlemania* and *European Rampage*?
3 Where do you come from?
4 How come *WWF European Rampage* has no tag team mode?
5 Is the C64 worth swapping for a SNES?
6 Do you have a first and last name?
Jason Fabbri, Victoria, Australia.

1 Well I was a real big fan of *CF*1, I'm quite fond of *CF*17 but my fave to date has to be *CF*33. Although *CF*34 is growing on me.
2 There have been no other official *WWF* games. There have been loads of wrestling games but without the WWF glitz they really haven't made the grade.
3 Er, perhaps that's something you should really ask your mum.
4 The manual for the game is a multi-format

job, and so it did mention a tag–team competition. On the C64 this option wasn't offered. We did mention this fact in the review.
5 Not unless you're prepared to spend £40 on each game!
6 The and Brain. **TMB**

THE MEANING OF LIFF

Dear Mutated Orange,
I desperately need to get hold of *Great Giana Sisters*. If anyone out there has it, I'll pay (*almost? – TMB*) any sum for it!
Now, some questions:
1 What about doing a book review for the trusty old C64 in your mag.
2 Are PD games only on disk? I read your article last month and was pleased to see that I could get some cheap good games.
3 Someone out there is into *Hitchhiker's Guide To The Galaxy* for I see proof all over your magazines like: Dingo's Kidneys, 42, Don't Panic and Lintilla.
A Person, Somewhere.

It's such a shame that if anyone does have *GGS*, they won't know where to send it!
1 What sort of books would you want to see covered – novels, techie manuals, cheat guides, the *Hitchhikers* scripts?
2 It all depends on the library. Some already offer tape as well as disk software and most of the others are gearing up to offer a tape option. Keep an eye on our PD Format page for full details of which PD Library does what.
3 Us, into *Hitchhiker's*? Outrageous! That's like saying Dave is into *Doctor Who*, or Ollie into black and white 'B' movie horror flicks! **TMB**

READERS CHARTS

Now, for one month only, it's the fabulously amazing reader's chart, as compiled by Gareth J Ensor!

1	*Emlyn Hughes International Soccer*	Touchdown
2	*Silkworm*	Mastertronic Plus
3	*Bubble Bobble*	Hit Squad
4	*Jack Nicklaus Golf*	Accolade
5	*American 3D Pool*	Zeppelin
6	*Leaderboard*	Kixx
7	*Powerdrift*	Hit Squad
8	*Continental Circus*	Tronix
9	*Slicks*	CodeMasters
10	*Super Sprint*	Alternative

...And on the soundtrack front Colin Hales rates this lot as the best ever:

1	*Outrun Europa* Level 2	Kixx
2	*WWF Wrestlemania* title screen	Hit Squad
3	*Paperboy* in–game	Elite
4	*Arkanoid 2* title screen	Hit Squad
5	*Fantasy World Dizzy*	CodeMasters
6	*Renegade* in–game	Hit Squad
7	*Short Circuit* title screen	Hit Squad
8	*RoboCod* demo in–game	Power Pack
9	*Turtles* Arcade in–game	Image Works
10	*Turtles* Arcade title	Image Works

While Simon Hillam thinks that the best *CF* Power Pack games work out something like this...

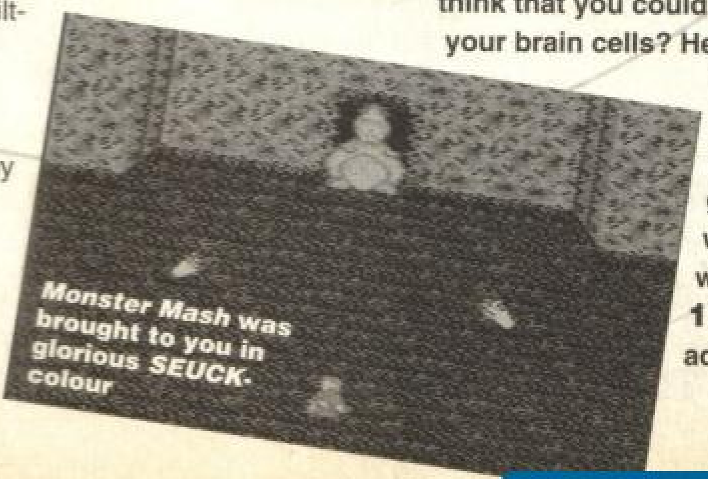
1	*Zamzara*	*CF*9
2	*Fifth Gear*	*CF*28
3	*Uridium*	*CF*7
4	*Park Patrol*	*CF*10
5	*Spindizzy*	*CF*12
6	*Monster Mash*	*CF*31
7	*Mean Streak*	*CF*8
8	*Crystal Castles*	*CF*7
9	*Anarchy*	*CF*10
10	*Blue Max*	*CF*7

SOLD GONE

Dear Mighty Brain,
Eighteen months ago I had a short period of madness. I sold my trusty C64 and bought a duff rival games machine! Realising the error of my ways due to the price of that machine's games, I soon wanted my excellent C64 back. But my mum said I would just have to live with my terrible mistake. Now I have re–purchased a C64 and have some questions for your most excellent mag.
1 How many base colours does the C64 have?
2 On *Magic Land Dizzy* how do I light the fire under the witches cauldron?
3 The C64 I purchased is an old model. So can I still play carts and use the Action Replay cart on it?
4 What is the difference between the C64GS and the C64? Also what is the difference between the C128 and the C128D?
5 Last but not least, do you shop at Tesco? Please, please, please, please, print this letter, my life depends on it!
Alex Jacobs, Aylsebury.

1 Well there's that yukky dark brown. Colours don't come much more base than that!
2 Wait and see. We'll be doing something for 'yolk' like you in *CF*36. So be patient and all will be revealed.
3 Why yes. If look at the back you'll find a slot marked Expansion Port. Your carts – of all flavours – should slot happily in here.
4 The C64GS was the console version of the C64. It could only load software from cartridge and had no keyboard (and, to be frank, was not a commercial success). The C128D was simply a C128 with a built-in disk drive.
5 No. I shop at Sainsbury's. It's conveniently on my way home.

One life-saving deed successfully completed. **TMB**


***Monster Mash* was brought to you in glorious *SEUCK*-colour**

CODE YOU HELP?

Dear TMB,
It's Jon Wells here, author of *The Sceptre Of Baghdad*. Firstly, if you're wondering where the game is, the release was delayed by publishing problems. It will be now be available though a new service offered by Binary Zone (See Snippets on p.13).

I would, though, like to enlist your help in recruiting some programmers for some new games projects. Basically, I'm looking for competent coders who can write machine code routines for use in game development. These titles will be published through the PD company Binary Zone, so any royalty payments will be generously shared in percentage terms. Anyway, if you could ask any of your readers who are good coders to get in touch that would be smart.
Jon Wells, Wales.

Sure, sir. If you'd be interested in getting some game writing experience and are practised in machine code, why not drop Mr Wells a line, c/o *Commodore Format*. Mark the envelope 'I'm brill me!' and send it to the usual address. We'll pass all the replies on to Jon. **TMB**

SEUCK IT AND SEE

Dear TMB (Truly Magnificent Brain),
1 How much is *SEUCK*?
2 Is *SEUCK* worth the amount you pay?
3 In *CF*31 why did the charts only have 40 games instead of 80?
4 I agree with Robbie McGrane from Dublin. *Street Fighter 2* deserved 93 per cent.
Ben Jones, Birkenhead.
PS I think Roger Frames is excellent. He's the best, the greatest, the star of your mag!
PPS I am a compulsive liar (see above).

1 *Shoot–'Em–Up Construction Kit* costs £3.99 from GBH (☎ 0742 753423).
2 Since you get a number of sample games with the Kit itself, yes, it's brilliant value.
3 We decided to focus more on the best-sellers. We will continue to give you details of the top 100 in our info boxes on each chart page.
4 Once again the *SF*2 battle starts to rage. Any more opinions anyone? **TMB**
PS But... I'm shocked, nay appalled!
PPS Why would you want to being a small, hand–held string instrument?

DAMP ORANGES

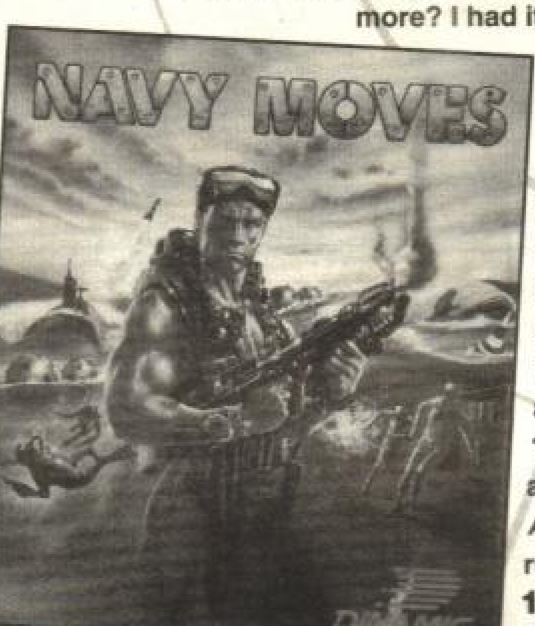
Dear TMB,
Roger Frames, what a twerp eh? Do you think that you could lend him one or two of your brain cells? He certainly needs them.
I love the colour grey. I mean you wouldn't want a yellow and green Rolls Royce, would you? Anyway on with the questions.
1 Could you give me the address and phone num-

ber of AFS? When Frames reviewed *Midnight Residence* none was supplied.
2 **Do you think that there will ever be a *Rick Dangerous 3*?**
3 **Acorn Computers – why?**
4 **Why wouldn't Thin Glue Align (TMB, *CF*31) work?**
5 **What other games have AFS done? I liked *Midnight Residence*!**
Philip Stephenson, Leatherhead.

1 Ring 0225 442244, ext 2347 and ask for Clare.
2 No. *Rick Dangerous 2*, while being a brilliant game, never sold that well. Since then Core Design have developed other characters (like *Chuck Rock*). These two factors mean that it's unlikely that we'll see Mr D again.
3 Because they could! And what about Acorn Antiques? Why, oh, why?
4 The producers of magnetic media try their very best to ensure that all tapes are of similar construction and that data is recorded at a similar level. However tapes suffer from 'fall–out', which means that over time the stored signals get weaker while the tape heads suffer from wear and tear. Gluing the heads in place would ensure perfect loading for a while, but as time took its toll the heads would need some re–aligning. If they were glued, then you'd be quite literally be stuck.
5 AFS (April First Software) have written hordes of games: *Supercows*, *Stunt Boat Racer*, *SWAV*, *Creepers* and *Creepers 2*, *Monster In Mayhemland*, *Mizzie Prince Of The Old Folk*, *Garlic Attack*, *Leedfall Weedplan* and, of course, the classic coin-op' racer *WET LeMons*.*

RAINBOW NINJAS

Dear TMB,
Before I ask you these questions I'd like to say that your pages are the best in *CF* (*you're obviously a very astute fellow – TMB*). Anyway, that's enough grovelling, let's get down to business.
1 **Power Pack 32, what can I say? Not worth the tape it's recorded on.**
2 **I recently purchased *Midnight Resistance* and while it's loading it says, "Stop tape, turn over and press Space or Fire". I've done that and nothing happened. What should I do?**
3 **Is it possible to get past Level 1 on *Navy Moves*? If so, how?**
4 **Who writes the Power Pack instructions?**
5 **When will *Lemmings* be out for the C64?**
6 **Is *Mayhem In Monsterland* a Mario–type game for the C64?**
7 **Is the *Addicted To Fun, Rainbow Collection* any good? The *Ninja Collection* isn't.**
8 **Why can't you get *Hudson Hawk* anymore? I had it, but had to send it back for tape errors.**
9 **Will I get a prize for being the first person to send in more than ten questions since *CF*16?**
10 **Is *Big Box 16* any good?**
11 ***ARNIE 1* – what a brilliant game. *ARNIE 2* – what a rubbish game.**
12 **What is your favourite beat–'em–up game that's available on the C64?**
13 **This is my last question.**
14 **Are you a balloon or a brain?**
15 **Do you like Frames? I only like the games that he reviews.**
Paul McBean, Dundee



1 We really rather liked it, especially *FROST*.
2 You didn't mention rewinding the tape to the start of side two. Give that a try.
3 Yes, but you need something akin to divine intervention. The first stage – the one where the boat has to leap the mines – is absurdly tough.
4 It depends. They are mostly written by Clur, but occasionally Dave lends a hand. We try to keep Trenton away from the tape. He's easily confused you know.
5 Eventually.
6 From what we've seen – the Rowlands are keeping a lot of the game secret – *Mayhem* looks more like being a *Sonic 2* basher. The game will be paced significantly quicker than the lumbering plumber's.
7 With *Rainbow Islands*, *New Zealand Story* and *Bubble Bobble* all neatly packed in a multicoloured box it has to be one of the best compilations ever seen on any computer format ever. All three are simply excellent. So yes, it ain't bad.
8 You sent it back for tape errors? So there weren't any and you wanted some. How odd? But seriously, check out our Modern Classics pull-out in this very issue.
9 Nope, just more answers!
10 *Big Box 2* is good and *Smash 16* is average. As to *Big Box 16*...?
11 *ARNIE 1* was flawed but smart. *ARNIE 2* was smart but flawed.
12 *International Karate Plus*.
13 Actually, that's a statement, not a question, I think you'll find.
14 Why would you be writing to a balloon?
15 How can the fact that Roger has reviewed it make a game any better or worse? ***TMB***

*In fact AFS is just an April Fool's joke that we're really milking!

THE END

THE END

"The World shall hear from me again!" (Cue spooky music and bad *Doctor Who* smoke effects). "You may have beaten me this time, Herr Doktor, but I, TMB will return to take my rightful place at the top of the letters page."
Ensure TMB's return by writing in with your opinions, questions and very odd comments to TMB, *Commodore Format*,
30 Monmouth Street, Bath,
Avon BA1 2BW.

FREE ADS! YES WE SAID FREE ADS!

Bargains! Don't you just love 'em? But from next issue you won't find the best bargains amongst the ads in Uncle Dave's Buy-A-Rama, 'cos THE BEST BARGAINS ARE NOW THE ADS THEMSELVES! Yep, all small ads now cost nothing, zilch and completely zero pence. Not bad, eh? (Actually, we haven't cashed the cheques for any of the small ads we've printed). So now if you want to:

- **Sell or buy second-hand C64 hardware**
- **Sell or buy second-hand C64 games**
- **Advertise a user group**
- **Get in touch with pen pals**
- **Send birthday messages**
- **Pass on official state secrets in coded messages to the government of the CIS**

Now you can advertise for free in *Commodore Format*. But there are a few rules (aren't there always?):
1 **We will not print any ads which appear to support piracy.**
2 **Include your address in case we have a query about your ad.**
3 **This service is for private individuals only, so, sorry, mail order and PD companies can't advertise for free.**
4 **We reserve the right not to run an ad if it appears to contravene the spirit of the section.**

So, if you want to advertise anything remotely C64-related *CF* is the place to be.

BUY-A-RAMA ORDER FORM

NAME ____________________
ADDRESS ____________________
____
____
TELEPHONE ____________________

Classification: Tick box; ☐ For sale ☐ Wanted ☐ Services ☐ User groups ☐ Other

PD FORMAT

FEATURING

KINGSWAY

This month's featured Public Domain library tells you all about the best software it's got on offer.

Robbers – just one of the games available now at a Kingsway near you...

0050
POLICE
IN
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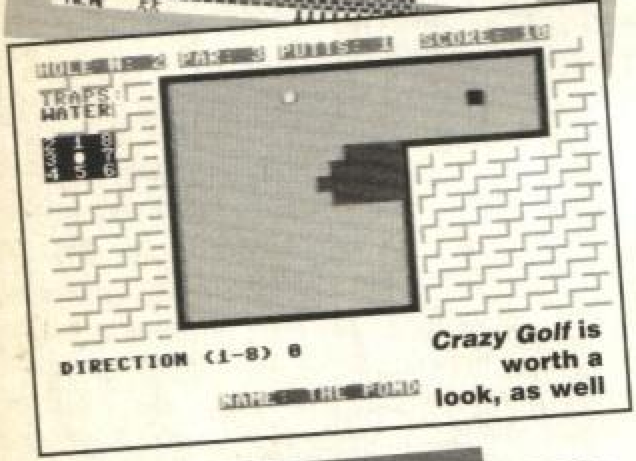
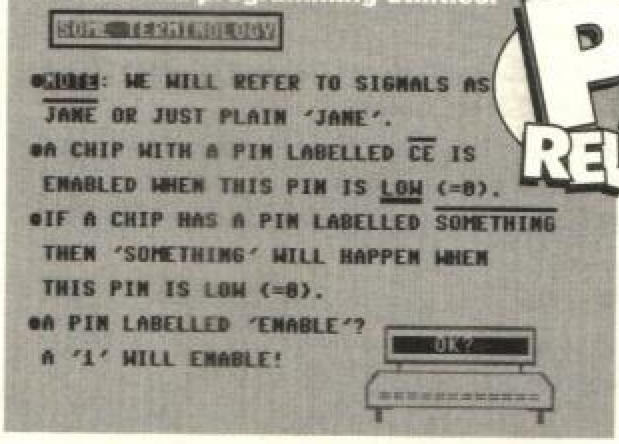
IN



Crazy Golf is worth a look, as well

Kingsway specialises techie tutorials and programming utilities.



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SOME TERMINOLOGY

●NOTE: WE WILL REFER TO SIGNALS AS
 JANE OR JUST PLAIN 'JANE'.
●A CHIP WITH A PIN LABELLED CE IS
 ENABLED WHEN THIS PIN IS LOW (=0).
●IF A CHIP HAS A PIN LABELLED SOMETHING
 THEN 'SOMETHING' WILL HAPPEN WHEN
 THIS PIN IS LOW (=0).
●A PIN LABELLED 'ENABLE'?
 A '1' WILL ENABLE!
```

PUBLIC ENQUIRY

Public Domain software (or PD as it's known by people too lazy to type Public Domain) is non-professional software, written by C64 enthusiasts and released with no copyright restrictions. It includes all sorts of software, including games, utilities (the serious stuff, that is) and demos (which exists for no other reason than to show off the programmers' coding abilities and can look and sound very impressive).

PD software is also free – sort of. You can copy a PD program from someone quite legally. But PD software is more usually obtained from PD libraries, like Kingsway, who will charge you a minimal fee to cover duplication, disk and postage costs.

PD REVIEW

KINGSWAY STATISTIX

Library's full name: Kingsway Computer Services (KCS for short)

Address: 72 Glencoe Road, Sheffield, S2 2SR

Telephone: 0742 750623

Software Available on: Disk only

Price per disk: £2.99 or ten for the price of nine!

What Kingsway's good at and why: We keep a wide selection of software, not just demos (in fact we have very few demos). We major in serious applications – programming, general utilities, GEOS utilities, etc – as well as an extensive selection of games. We also deal in software dedicated to the C128. And we make getting hold of PD even easier by accepting credit card orders over the phone.

HOW GOOD IS GOOD?

Wanna see what PD programmers are capable of producing? Then look no further than Invision on this month's Power Pack. This funky little pinball sim is an example of what Kingsway has to offer.

TOP FIVE GAMES

1 ASSORTED GAMES
Catalogue no: GO48
22 games on one disk, including *Putt Putt Golf*, *Froggy* and *Gater*.

2 KID GAMES
Catalogue no: GO67
Tons of games that'll send the 'younger' C64 user wild.

3 ARCADE GAMES
Catalogue no: GO38
23 arcade-type games on one disk, Now that's what I call a barg!

4 CROSSWORD 7.2
Catalogue no: GO55
Create your own crosswords on the C64. Puzzles can be saved on to disk and printed out for your mates to try out.

5 PINBALL #1
Catalogue no: GO59
Four fab pinball games: *Super Ball*, *Jump To Advance*, *The Cliff* and *Star Blazers*.

TOP FIVE EDUCATIONAL PROGRAMS

1 TYPING TUTOR
Catalogue no: E127
22 Lessons with timed exercises covering all aspects of the keyboard.

2 ASTRONOMY AND HAM RADIO
Catalogue no: E126
Over 25 programs for the budding Patrick Moore and over 20 for the HAM radio fanatic (*well, we can't think of a famous HAM radio fanatic – Ed*).

3 BIBLE QUIZZES
Catalogue no: E129
Pass your RE exam with ease. Quizzes include The Temptation of Jesus and Who Am I? (*I don't know – Ed.*)

4 PRIMARY MATHS
Catalogue no: E125
Over 30 maths problems aimed at the 2-6 year old age group.

5 COMPUTER TUTOR
Catalogue no: P505
A collection of educational programs dealing with computing programming.

TOP FIVE UTILITIES

1 INFO FOR PROGRAMMERS
Catalogue no: P500
Useful utilities for anyone learning programming, and more besides.

2 BUSINESS AND ACCOUNTS
Catalogue no: B208
Over 20 programs which'll help you take full control of their finances (can we interest you Mr Clarke?).

3 HOMEWARE
Catalogue no: M433
A calender maker, a home inventory, a building materials calculator and loads more stuff just like that.

4 GEOS UTILITIES
Catalogue no: GE902
A plethora of utilities invaluable to all GEOS users – yes even the Greek ones.

5 DISK DOCTOR UTILITIES
Catalogue no: U332
A superb menu-driven collection of 24 (count 'em) disk utilities – a must for every disk drive owner.

Let's make a MONSTER

PART NINE

It's getting there. All the vital routines have been written. All the levels have been started. Now it's a case of tweaking, refining, playtesting and squeezing in the last few ideas. John and Steve Rowlands are getting so excited about Mayhem In Monsterland now that we virtually had to force them at gun point to write this month's diary.

THE STORY SO FAR...

Remember Cyberdyne Warrior? Creatures? Creatures 2? What's the link? There are two actually. They're all brilliant and they were all written by Apex. Now The Apex Boyz, John and Steve Rowlands, are writing a new game, Mayhem In Monsterland, and we can promise you – it's going to be a monster!

Some of you might be thinking by now, "I wish those Rowlands would get on with it!" But we have got an excuse for taking so long over *Mayhem*. Honest. Y'see because *Mayhem In Monsterland* is an original game we have no set guidelines to follow. The advantage of this is that we can use our imaginations to the full and add whatever we want (any way we want to). Having said that there are disadvantages; the game takes longer to develop as we have to come up with dozens of ideas, some of which will be discarded along the way (whether due to memory limitations, processor limitations or just because they were lame).

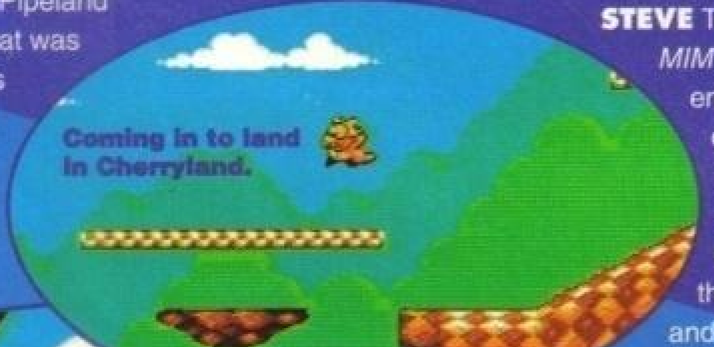
Another disadvantage is that whatever we *do* design is constantly being tweaked. The game is never finished until it's finished. *MIM* is approaching the stage where the essential routines and graphics are nearly finished, so now we're spending most of our time adding new ideas to enhance the gameplay and adjusting existing ones. But that's where the joy of creating games, as opposed to converting them, is to be found.

AWESOME APRIL

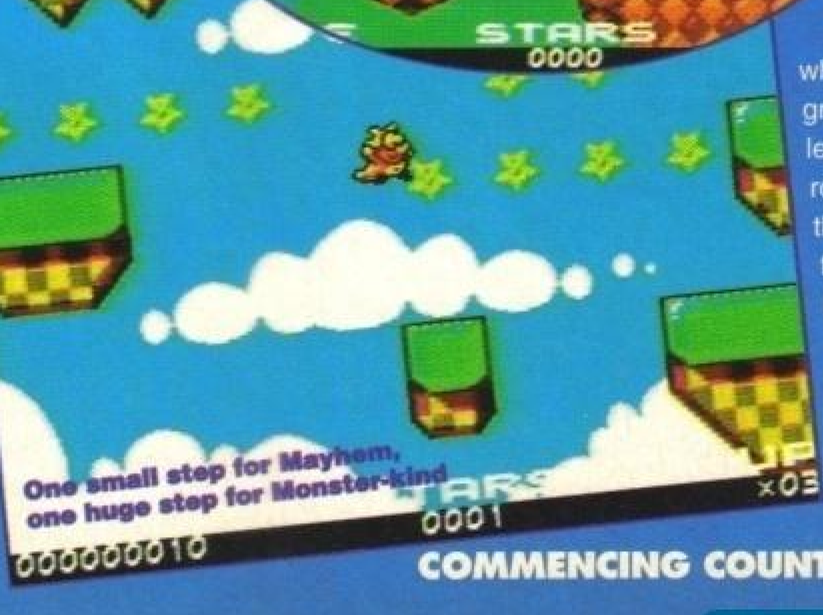
WEEK ONE

JOHN All my attention is focused on the monster enemy sprites at the moment. I've spent a lot of this week preventing them from wrapping around the screen (vanishing off one side and appearing on the other) while Mayhem walks left to right. Testing these routines involves a lot of running around and checking that the monsters didn't reappear. So Mayhem has spent most of this week charging up and down dozens of slopes in Pipeland (but then, that was what he was born to do).

All this action has given me an idea – as Mayhem charges up a slope and reaches the top he could take off for a short while (if he's going fast enough). So by the end of the week he could, and it looks well cool! If you time it right he doesn't even touch the top of some slopes, he just lands on the other side as he falls.

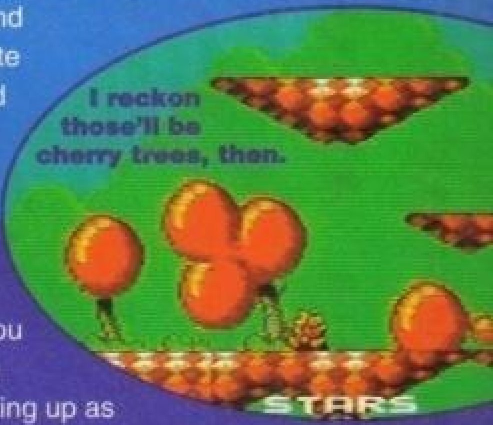


Coming in to land in Cherryland.



One small step for Mayhem, one huge step for Monster-kind

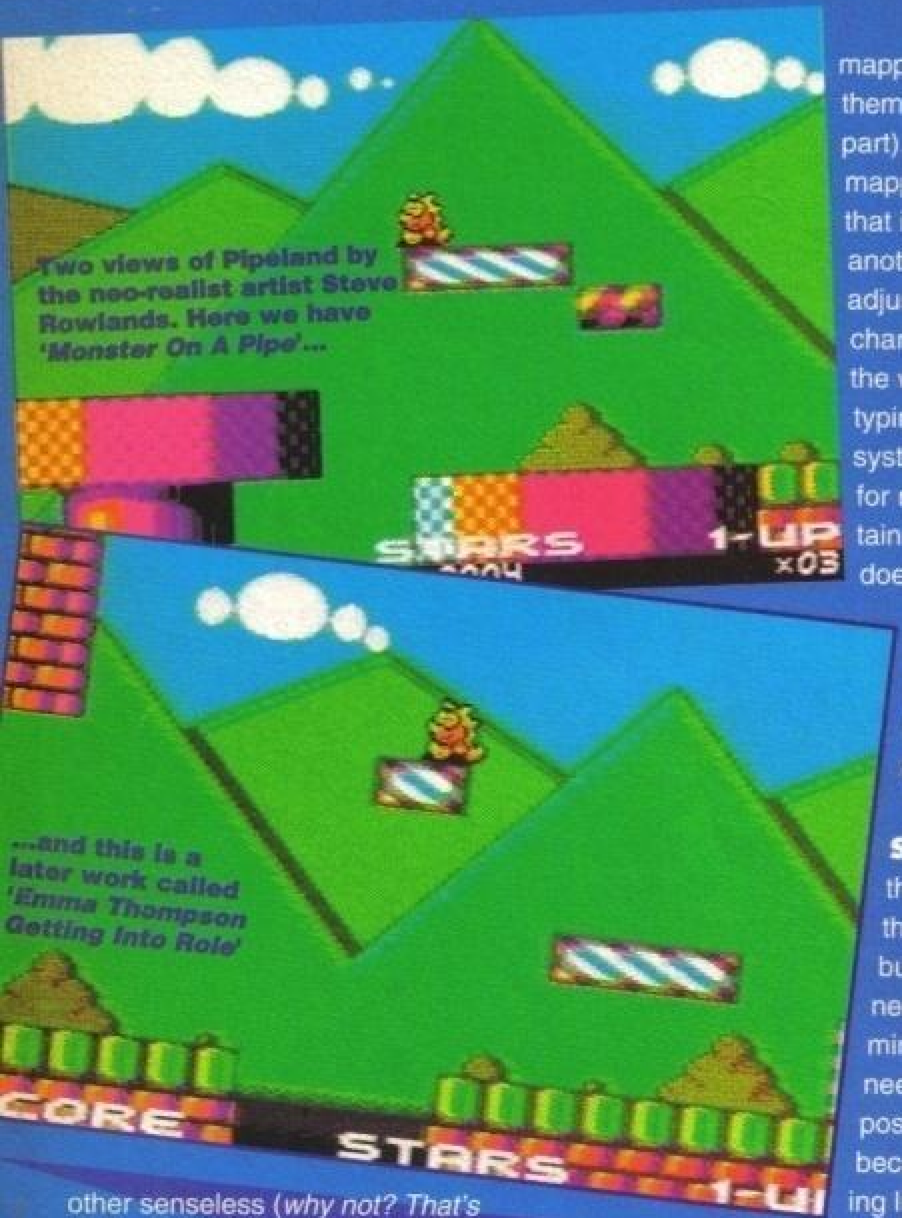
While I was tweaking Mayhem's movement routines (for what seemed like the millionth time) I though I might as well carry on. The next thing to add were the 'springboard monsters'. These are beasts that won't kill Mayhem if he runs into them, but they will make him bounce to incredible heights. So I coded this routine and included a cute bouncy sound effect as well. The idea seems to have paid off as it looks really cute (you can even see Mayhem looking up as he gets flung into the air, then looking down as he falls back towards the platforms).



I reckon those'll be cherry trees, then.

STEVE The graphics for the levels in *MIM* seem to be in need of never-ending alteration. This week I decided to try and get Pipeland into a near-finished state so that I could put it into the new happy/sad editor (which takes the happy version of the level and turns them all gloomy).

I've added some large blue and white chequers to go in the background of an enclosed part of the level (which looks a bit like a big room). These rooms used the bricks that were already in the level to form the walls. I thought the whole lot looked quite cool (in a console-esque sort of way), but John thought otherwise. So what happens when I want to do one thing and John wants to do something else? No, we don't beat each



Two views of Pipeland by the neo-realist artist Steve Rowlands. Here we have *'Monster On A Pipe'*...

...and this is a later work called *'Emma Thompson Getting Into Role'*

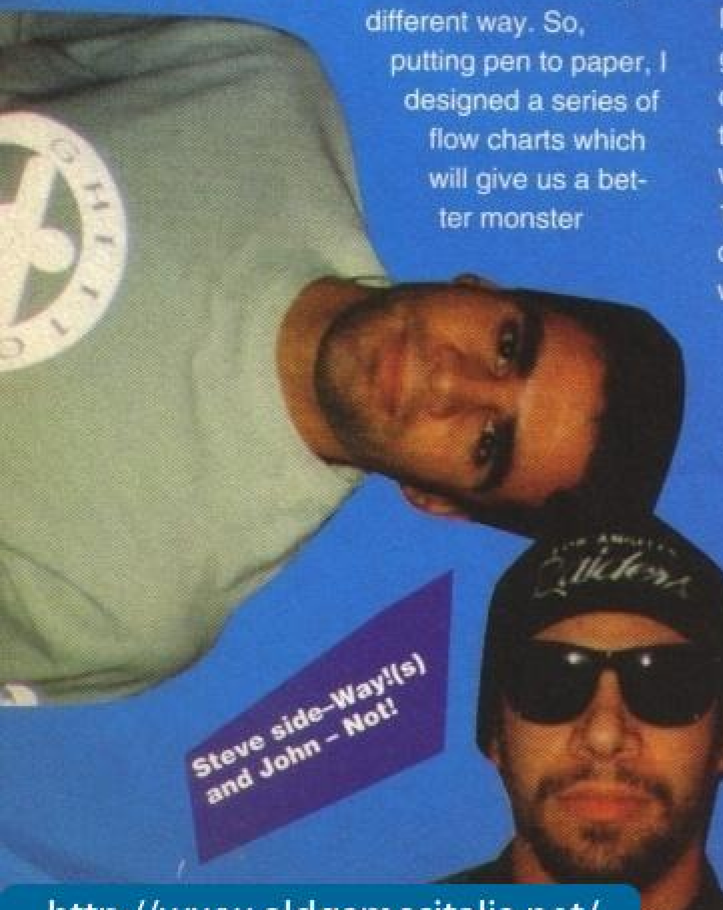
other senseless (*why not? That's what Trent and I do when we have a 'difference of opinion' – Clur*) we just call on the expert (?) advice of Andy Roberts (*Aww shucks – Andy*).

In return for a lot of cash and a bit of flattery Andy gives us his invaluable opinion. In this case I've totally wasted my time doing those graphics because the majority decision was, 'rip-'em-out'. However, I'm still messing around with the slopes of Pipeland, trying to superimpose them over something other than the background colour (which hopefully will be more to John's and Andy's tastes).

WEEK TWO

JOHN I looked back at my monster sequencer on Monday (which I haven't touched in two weeks) and decided that I can do it an entirely different way. So, putting pen to paper, I designed a series of flow charts which will give us a better monster mapping system. Once I had sketched them down I had to test them (the fun part). I don't want to type in the new mapping system untested only to find that it has a major design fault, so another day was spent testing (and adjusting) the flow charts. The rest of the week was spent typing in the new system, then testing it for real. Yes, it did contain a few bugs, but it doesn't now. The only down-side is that, like most of my previous scroll-related systems, it only works one-way. So next week I've got to get it working when Mayhem walks left as well (snore).

> *The cast of bad guys will need to be in the twenties at least*



Steve side–Way!(s) and John – Not!

STEVE I thought that having all these different levels on-the-go at the same time was a good idea, but the simple fact that all the levels need finishing lines had slipped my mind. What this means is that I needed four characters in the same position in each character set, because there need to be two finishing lines on each level, one for Happy and one for Sad, both using two characters each. On the Sad version, when Mayhem reaches the finishing line he will fall through the platform to a chamber below to… ah but that would be telling. Consequently two of the characters also need to be the sort that Mayhem can't walk or fall through.

Y'see, Mayhem treats different characters in different ways – and we don't mean that he asks some of them out for a pint while turning his back on others and ignoring them. We're talking characters as in 'character sets' here.

There are three different types of characters: ones that stop Mayhem (used for walls and some platforms); ones that Mayhem can jump up through, but land on and walk along (used for other platforms); and ones that Mayhem can pass through (used for the backgrounds). We have two bytes per level to change the amount of characters in each of these sections for that particular level. So if we wanted 40 characters Mayhem can't go through, 13 characters he can jump through and the rest of the character set as background graphics, I would set the first byte to 40 and the second byte to 53. This gives us three sections in the character set: 00-39, 40-52 and 53-255.

So for the finishing lines, two of the characters would be in the first section and two in the last. At the moment, however, most of the characters in all the sections have been used, which means I'll have to go through all the levels swapping characters around (to coin a phrase – snore!).

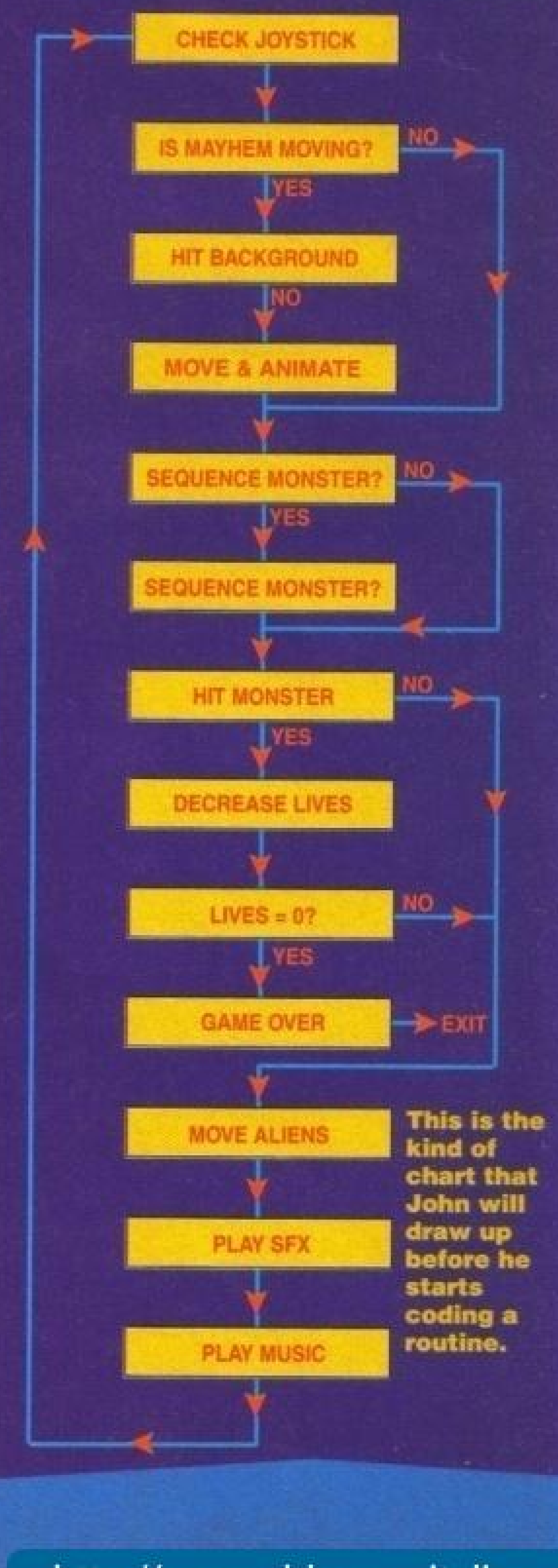
WEEK THREE

JOHN Who's still working on a monster sequencer, then? Me, that's who. Who's bored senseless with his monster sequencer, then? Me, that's who. Looking back at the diary, I can't believe how long it's taking. It's definitely stormed to the top of my 'systems which take a ridiculously long time to code' list. Well, let's face it, the list itself is pretty ridiculous. I suppose I have been side-tracked, and done several other things since I started it. Anyway, moaning about it won't get the job done (there's a moral in there somewhere).

So back to my monster sequencer. As you'll remember, last week I finished it, but there was a slight hitch; Mayhem could only run to the right. Obviously he's going to need to run left as well, so I have to write another set of routines to cope with this (which, coincidentally, is what I spent the majority of this week doing).

First I created a few flow charts (like the one below), tested them, then typed them up. The rest of the week was spent testing, adjusting and retesting them. Now I have a rather sexy bi-directional monster sequencer which is

GO WITH THE FLOW



This is the kind of chart that John will draw up before he starts coding a routine.

only missing a few routines which will handle certain ideas we want to put into the game at a later date (more on those when we do them).

STEVE It's about time I did some serious aliens, single and multi-sprite ones. The first thing to do is to get lots of ideas on paper, then convert them to pixels. I go about this by looking at the level graphics and the rough maps I've done, then deciding on what sort of aliens are needed for each particular terrain. For example, if we have a water section (which we're actually planning) we would need fish and other squidgy underwater adversaries.

The sketches I now have include a baby dinosaur called Dino, a monster with a spikey shell on his back (that will kill you if you touch it) and a giant mole-type monster (look out Chesney Hawkes). I then proceed to convert these few ideas to see how they will turn out. Pixel perfection plays a primary part for pretty predators in this program so a lot of our aliens are amazingly animated (© Alarming Alliteration). But having done the first few aliens, walking and all, I realize that the cast of bad guys will need to be in the twenties at least.

WEEK FOUR

JOHN The game is getting to the stage where we find ourselves playing it when we should be working on it, which is always a good sign. This not only means it's getting more and more playable, but gives us the opportunity to playtest it as we go along. The one thing we've noticed is that while each level is 25 screen long, it seems much less.

This is because of the sheer speed of the game. If it was possible for him to charge from one end of a level to another (which it won't be in the finished version) it would take about 20 seconds. For reference, Clyde Radcliffe (from *Creatures* and *Creatures 2*, obviously) would take about two minutes 40 seconds to run the same distance.

To combat the map length problem we've come up with a technique which allows us to produce massive maps. It effectively lets us re-use parts of each level to give a long enough map for Mayhem to traverse and is basically what I've spent all week doing. I thought it would only take a day, but due to the structure of the scroller, it turned out to be a lot more complicated than I first thought it was going to be – ah well, no change there then.

STEVE So far the game has no underwater sections, mainly because we thought of the idea only recently. Most of the levels have now been started and their character sets almost completely used up … except Spottyland!

As well as water on Spottyland we can now include underwater slopes (oooh!). It goes without saying (*no it doesn't, you're just about to say it – Ed*) that Mayhem's control mode will change when he's underwater, slowing down his speed and making bubbles appear instead of smoke when he skids. Mayhem's sound effects change to bubbly ones too, to make the underwater atmosphere just that little bit more… er… underwatery.

The water is in a part of the level that has a chequered background – below the water surface everything gets darker (as it would). This section uses some nice new colours above and below the water which are mixed up using our special methods explained a few issues ago. A selection of platforms used in Spottyland (that also appear above the water sections) have been duplicated for underwater use.

To make them look submerged in water I used a manual colour addition technique – giving them a blue tint. This is quite effective and does actually make the whole lot look, sort of, underwaterish. In fact, the graphics came out looking so good, they even surprised me (*modest, isn't he? – Ed*).

Once we've tweaked *Mayhem*'s control mode for the underwater sequences and included the necessary colour splits, it should look pretty amazing (especially for the humble C64). Hold on a moment – maybe we should rename the game *Super Mayhem In Monsterland*? Ahem.

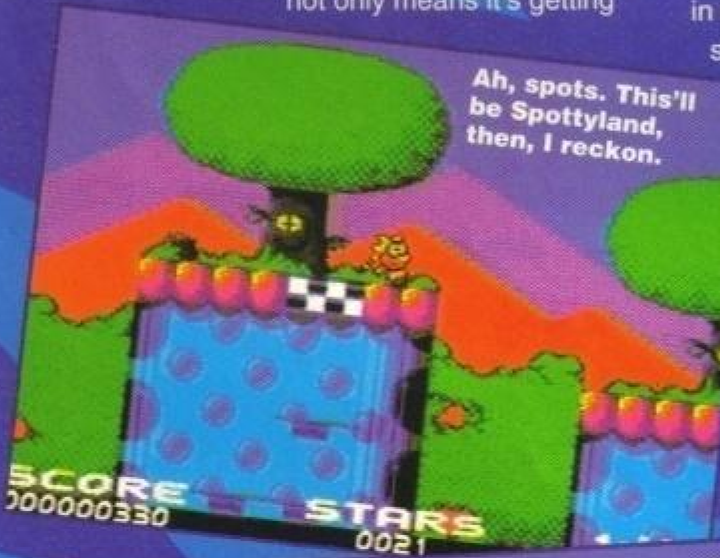
WHAT'S IT ALL ABOUT?

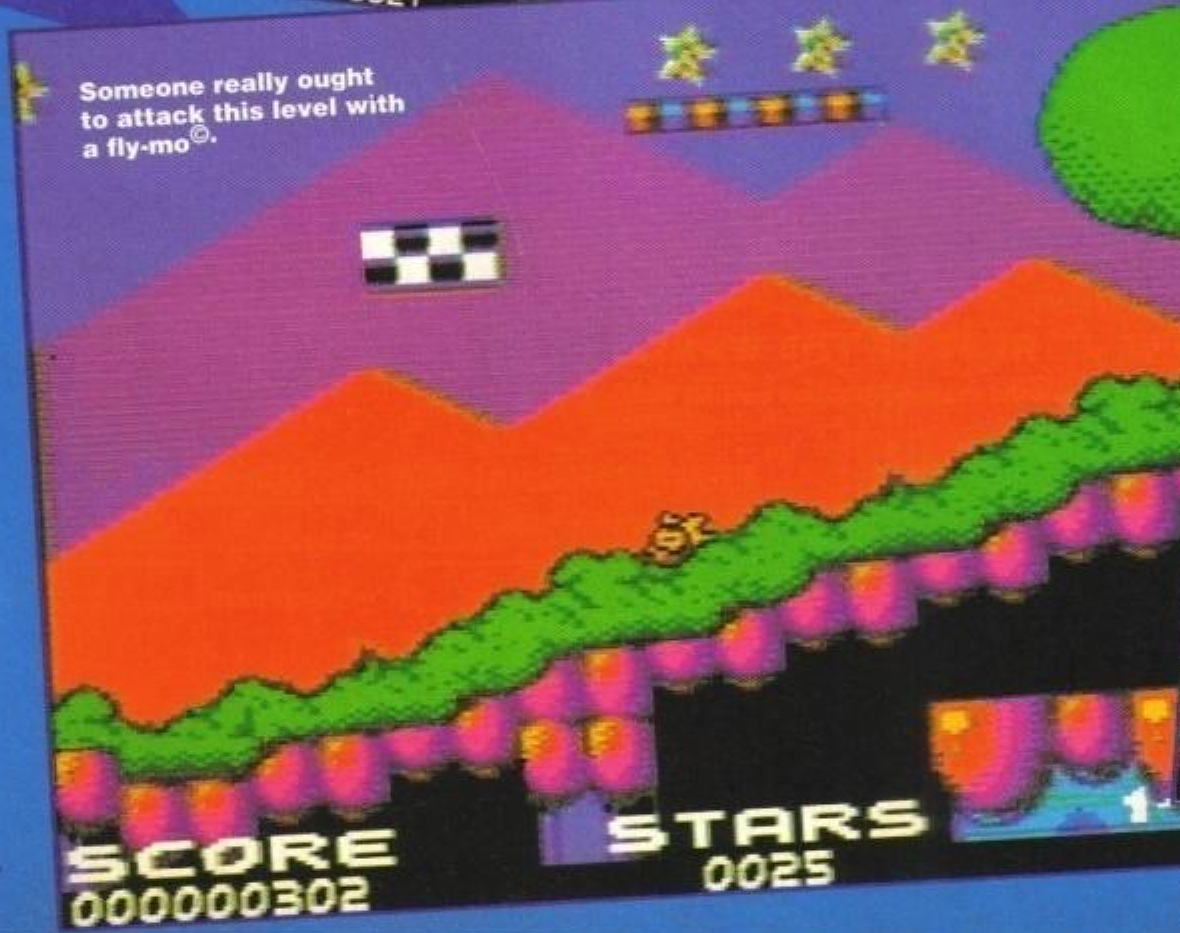
Just in case you haven't been paying attention, here's a quick resumé of what *Mayhem In Monsterland* is all about:

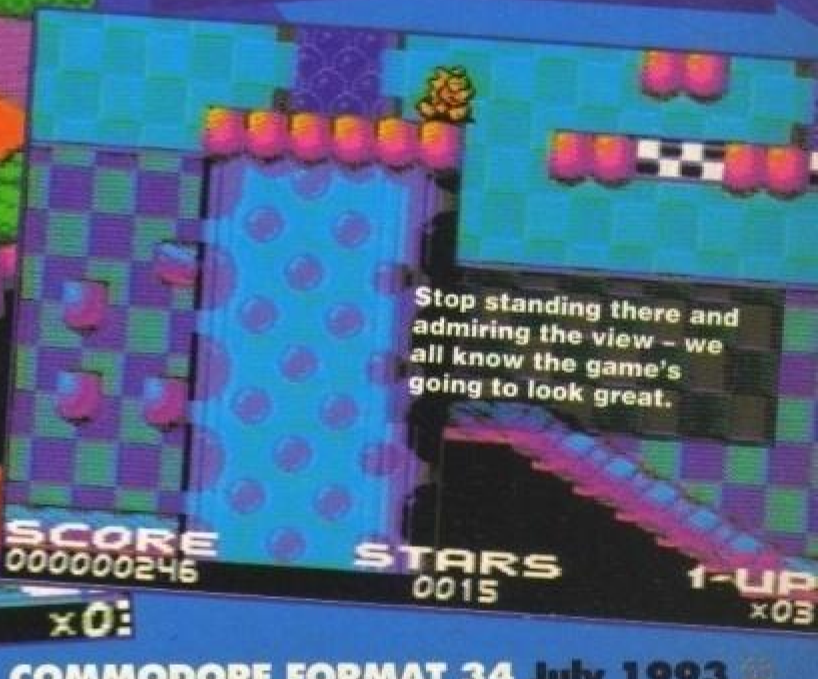
- **Mayhem is a cute dinosaur.**
- **He Lives in Monsterland. (Okay, nothing surprising so far.)**
- **Monsterland is not a happy place. It's all grey and rains all the time (a bit like Port Talbot, really).**
- **Mayhem has to make Monsterland a happy place once more.**
- **He also has to collect bonus stars and duff up a few enemy monsters.**
- **There's a brilliant VR sequence where Mayhem battles amazing slow-moving creatures made up entirely of triangles… and (er, maybe not).**
- **But, no kidding, this game is going to set new standards not just for the 64 but for platform games everywhere (how's that for a build-up?).**

NEXT MUNF

May is going to be a mega month for Mayhem. Not only will more monsters be created, but more monster features will be added. So tune in next month for another monster installment.


Ah, spots. This'll be Spottyland, then, I reckon.


Someone really ought to attack this level with a fly-mo©.


Stop standing there and admiring the view – we all know the game's going to look great.

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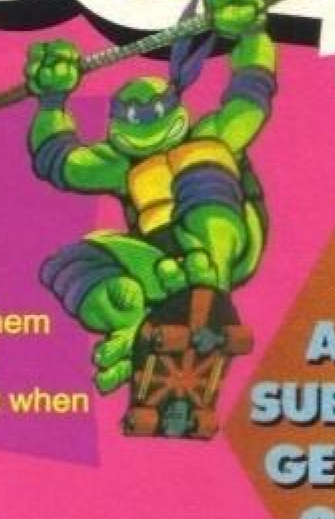

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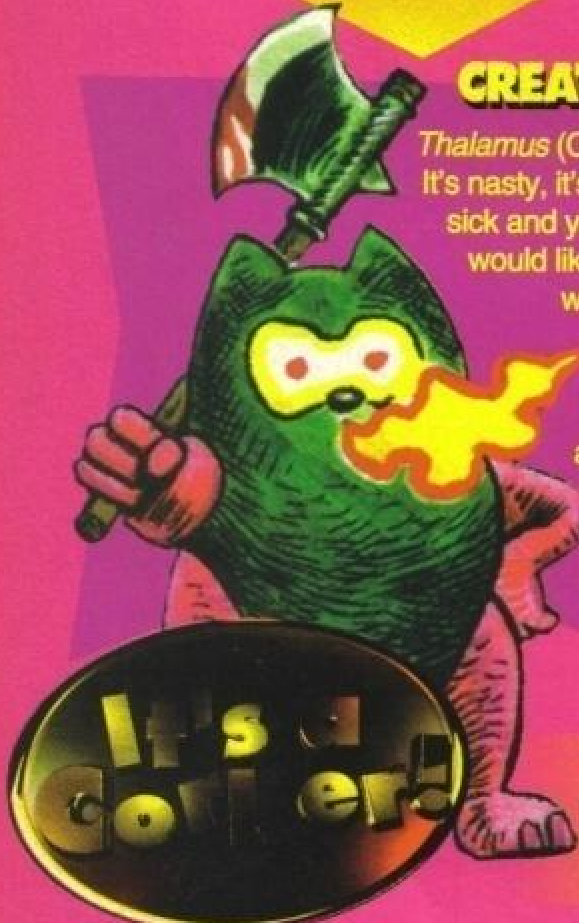
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The Com[illegible] team (a few of the reserves also appear in these pages).

MODERN CLASSICS

There are thousands of games available for the C64, but knowing exactly where to get a specific title can prove tough. Every week folk call and write to *CF* asking if we know where you can get hold of particular games. That's why we knew you wanted a definitive games guide, a comprehensive list of what's available and where it can be found. That's why we've assembled our Modern Classics pull-out spectacular!

In this special section we've detailed every C64 game (tape, disk and cart) currently available in the UK. From these we've selected the very cream of the current crop, named some notable near misses and giggled weakly at some of the very worst for each gamestyle.

Picking the best from such a vast range of games wasn't as easy as we first thought. Which is why we enlisted the very best Commodore brain's available – the *CF* crew PAST and PRESENT! And now, after hours of debate, squabbling and name calling, *CF* is proud to present The Modern Classics – the best games money can buy!

YOUR GUIDE TO THE BEST...

- **Shoot-'em-ups p.4**
- **Platform games p.6**
- **Beat-'em-ups p.8**
- **Simulations p.10**
- **Sports games p.12**
- **Arcade Adventures p.14**
- **Driving games p.16**
- **RPGs p.18**
- **Strategy p.20**
- **The complete C64 games availability index p.22 - 24**

HOW DO I GET HOLD OF THESE GAMES?

At the end of every review in this pull-out and with every entry in the 1,000-plus games list at the back we tell you where you can get hold of the games. Of course, some of them are still available in the shops, but the majority of them aren't. So we've concentrated on other ways of buying games:

1 Mail order – some games we've suggested you get some specific mail order companies, but others are 'generally available' – this doesn't mean they're available in every computer shop up and down the country, but it does mean you should be able to order them from most C64 mail order companies (we just don't want to show favouritism, you see).

2 Most software publishers are more than happy to sell you games direct – as long as they've still got them in stock, that is. In the mega-list at the back of the special we've indicated which publishers still have which games. If they've got one you want, give them a ring, state clearly and succinctly what you want and they'll be able to tell you how to go about ordering stuff. But remember, actually selling games is not a publishing company's main business, they're busy people, so be polite and concise if you ring them.

3 You can also get software from EDOS which is a system [illegible] all to itself, really.

THE EDOS BOX-OUT

EDOS (Electronic Distribution Of Software) is a solution to the problem of software shop-shelf clutter, which offers a massive choice of 370 different C64 titles. You'll find it available in Menzies and a few other independent retailers, and it's dead smart. Instead of ready-duplicated disk and tape versions of games on the shelves, you'll find empty boxes showing what's available. You choose want you want, take the box to the counter and they duplicate your personal copy of the game on the spot.

Individual dupe'ing means that the game will be a high quality copy and also that the shop will never run out of any game. The game code is all stored on a large hard disk in the shop and then the relevant data is copied off on demand. It's altogether a very civilised way of buying games.

All the games available on EDOS are listed in our complete games guide on p.21-24 (they're the ones marked E, with T and D used to show Tape and Disk versions). For more info, check out your local Menzies or give EDOS's creators, Software On Demand, a ring on ☎ 0782 566566.

MODERN CLASSICS

SHOOT-'EM-

ANDY DYER
(*CF*1-14)

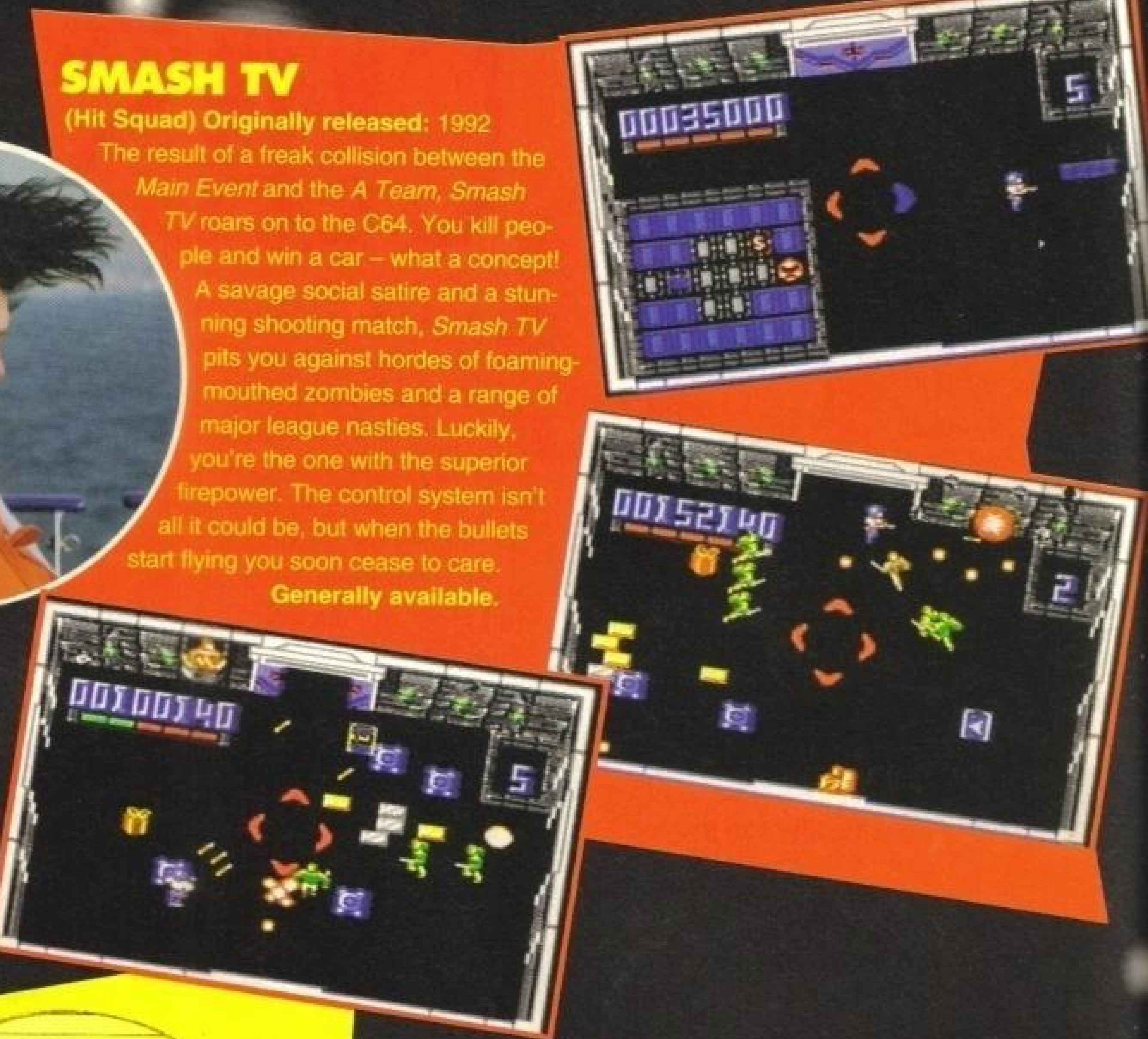
Yes! Herd them all up in a field and bomb the blighters – the Salacious Zogs from Eroticon Four, that is! Let's be honest blast-'em-ups are, well, a blast. With enemy laser-fire raining death from above, power-ups floating across the screen, massive end-of-level-guardians waiting to turn you into space dust, the most amazing range of weapons ever conceived by man (or little green blob, for that matter) and never-ending waves of evil aliens chasing you down these are truly intense gaming moments. Well to be honest, I just like the explosions. Big or small, who cares as long as there are loads of them (and it's not my sprite that's doing the exploding). Anyway, here's my pick of the best explosive action you'll find on the C64...

SMASH TV

(Hit Squad) Originally released: 1992

The result of a freak collision between the *Main Event* and the *A Team, Smash TV* roars on to the C64. You kill people and win a car – what a concept! A savage social satire and a stunning shooting match, *Smash TV* pits you against hordes of foaming-mouthed zombies and a range of major league nasties. Luckily, you're the one with the superior firepower. The control system isn't all it could be, but when the bullets start flying you soon cease to care.

Generally available.



SPEEDZONE

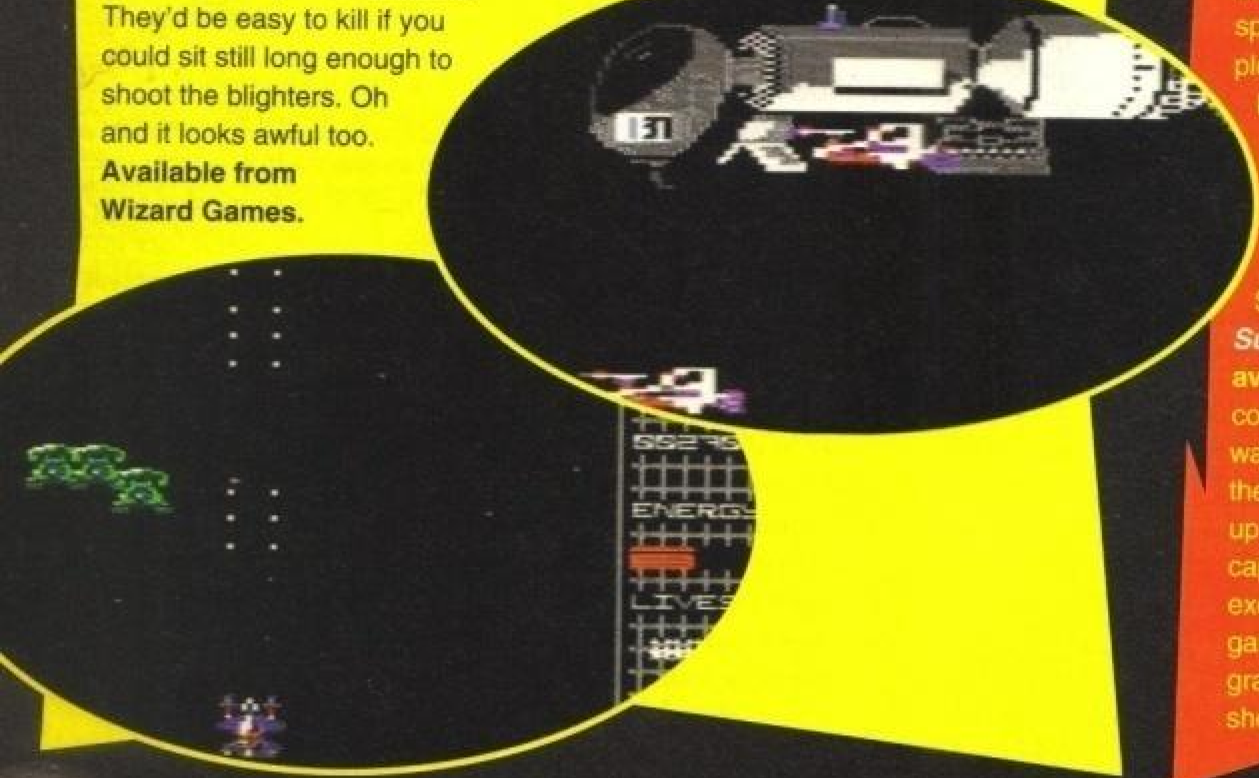
(Mastertronic)

Originally released: 1989

It's fast, too fast, way too fast, in fact it's all so fast that the game is unplayable! It takes the *Galaxian* theme with wavey aliens hacking down the screen in pre-set patterns. They'd be easy to kill if you could sit still long enough to shoot the blighters. Oh and it looks awful too.

Available from Wizard Games.

It's a Croaker!

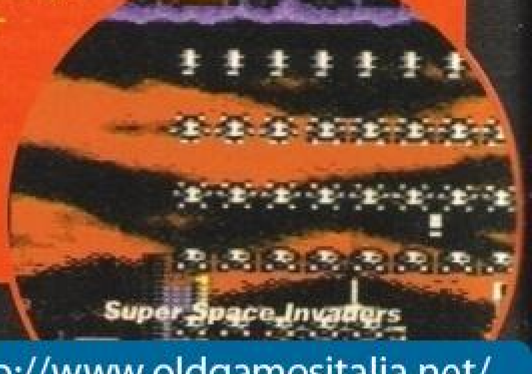


CHECK 'EM OUT

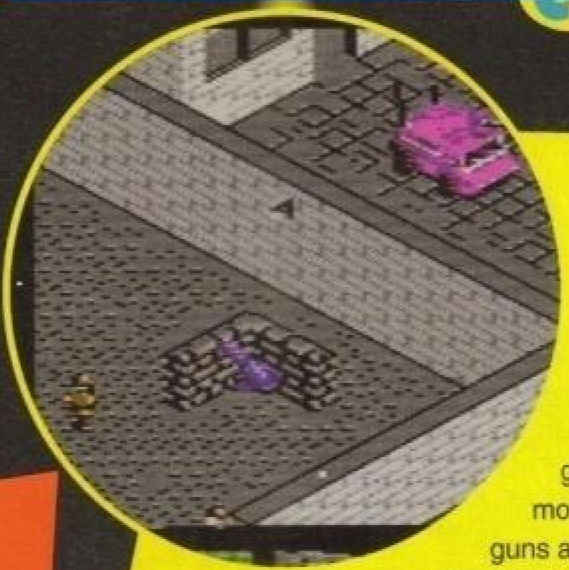
***Salamander* (Hit Squad) Available from Direct.** Old gold. Rave from the grave. Blast from the past. All the above apply to *Salamander*, one of the most crucial space battles in C64 history. There's a totally contrived plot about the five planets of Latis, but you don't want to know that, you want to know it's excellent – and it is!

***X-Out* (Kixx) Available from Amma Software.** Shop-and-shoot with *X-Out*! Fly underwater and use your custom craft and various killing implements to wipe the evil alien scum from the murky sea bed. Spiffing stuff indeed!

***Super Space Invaders* (Hit Squad) Generally available.** Taito's planet-attacking *Invaders* made a comeback in 1991 in a corking coin-op. The conversion was great, capturing the magic of the original and then spicing it up a bit with some cow-capturing silliness. An excellent tribute to the game that's the granddaddy of shoot-'em-ups.


Super Space Invaders

-UPS



ARNIE (Zeppelin)

Originally released: 1992

There's this guy, and he's dead hard, and he's got a gun, and he's on the rampage, and he's not very happy. What do you do about it? Take control just to make sure that he doesn't miss, that's what! Taking an isometric angle on the killing, *ARNIE* swings his gun from side to side, making sure that anything that moves won't be moving for much longer. Bigger, better guns are also on offer for the seriously psychotic.

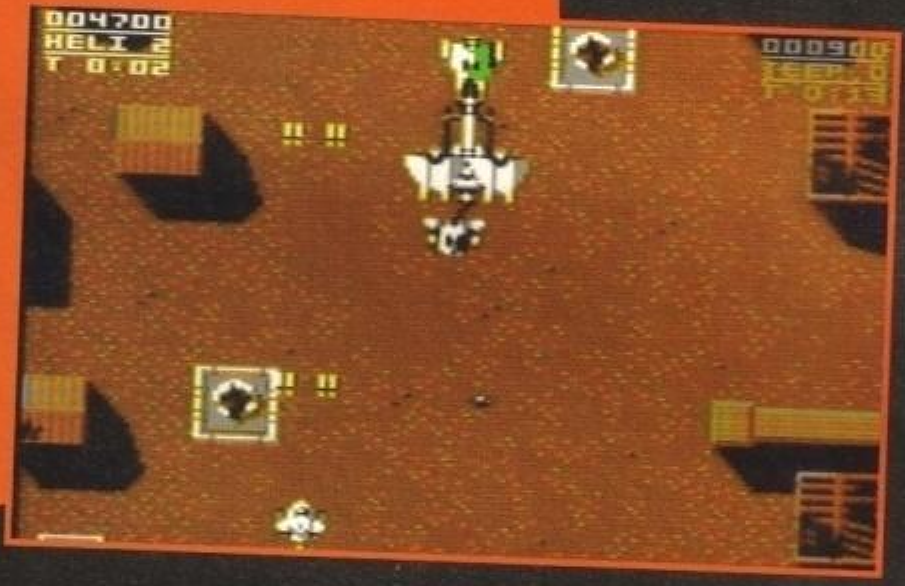
Generally available.

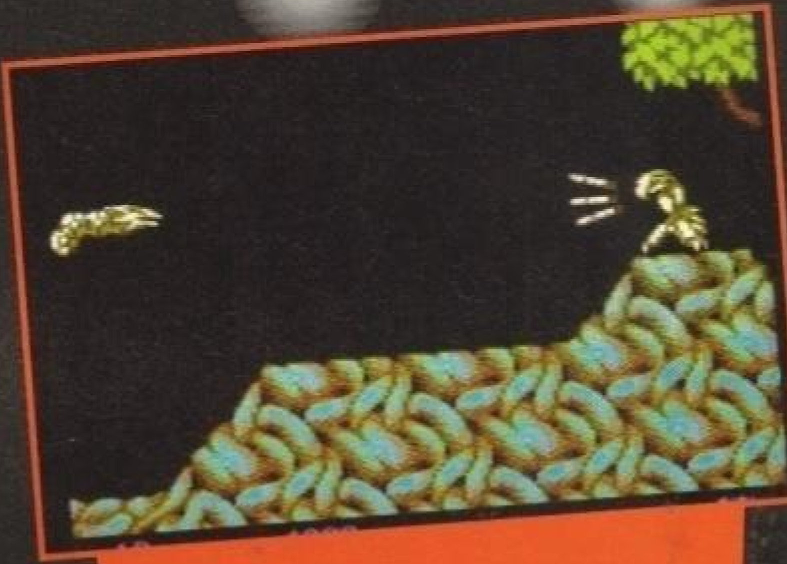
SWIV (Kixx)

Originally released: 1991

The effective sequel to *Silkworm* (which was a coin-op), *SWIV* (which wasn't) sports some of the best blasting action ever seen on the C64. The translation isn't as complete as on some other formats – the jeep lacks mobility for one thing – but the crazy amounts of weapons, not to mention the huge enemies, massive power-ups and superb graphics, more than compensate. All of which ensure *SWIV*'s position as one of the best shoot-'em-ups going.

Generally available.



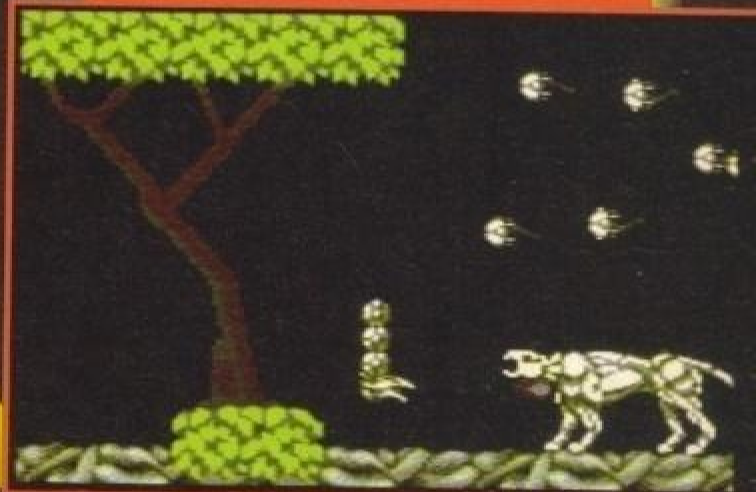


ST DRAGON

(Kixx) Originally released: 1991

Oh look, another brilliant blaster from Storm! This sideways-scrolling lizard-killer is a major test of joystick dexterity and sheer nerve. You play a dragon (who, for some reason, has been canonised) who can spit fire and wrap his tail around himself for protection. He flies through a horizontally-scrolling world where metallic leopards roam. Altogether it's very tough stuff with some almost impossible levels, but the abundance of pokey power-ups just manage to shade the affair in your favour – if you're really, really brave!

Available from Amma Software.

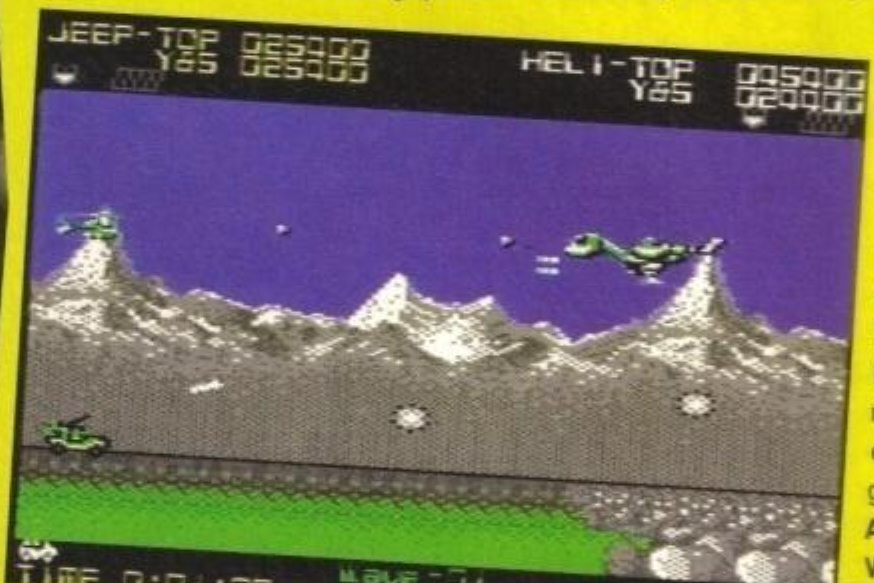


SILKWORM (Mastertonic Plus)

Originally released: 1991

Crushing two-player-jeep-on-chopper action! The wild amounts of fire power and hordes of super–fast baddies are great, but the star of this show is the vicious crossfire that cuts the bad guys down where they stand, sit or fly. It's the mid-level gooseneck guardians that offer the stiffest resistance and the biggest power-ups when you kill them, but unfortunately the end-of-level guys are wimps!

Available from Wizard games.



MODERN CLASSICS

PLATFORM

CLUR HODGSON (*CF*27 –)

My fave games are platformers. You can't beat 'em... well, you can... if you couldn't then it'd be pointless playing them because you'd never win. But anyway, there have been some truly classic platformers, and I've sorted out the cream of the crop for you here. And, yes, I know there are quite a few 'cutesy' ones, but I don't care. I'm confident enough about my self-image not to worry about recommending so many 'cute' games. I'm no girly wuss. Honest. (But just in case you have any doubts I'll just go off and beat up Dave before we start...). Ahh... that's much better! Now let the games begin!

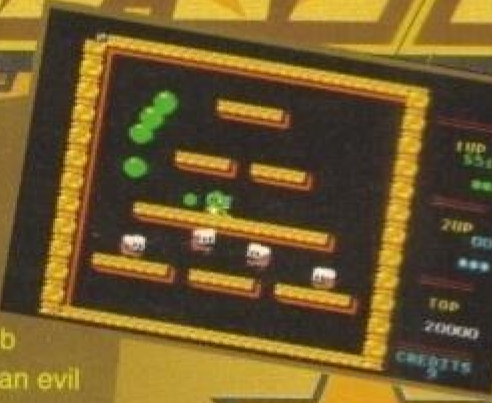
BUBBLE BOBBLE

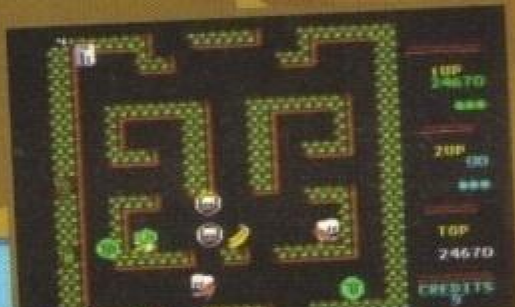
(Silverbird)

Originally released: 1987

Long before they grew up and discovered Rainbow Magic, Bub and Bob were turned into Bubble Dragons by an evil wizard. To return to normal they had to enter a monster-filled cave and rescue their sweethearts. But forget this sub-Walt Disney syrupy nonsense and just get on with the game, which is brilliant (and the prequel to *Rainbow Islands*). Basically, you try to trap the nasties in bubbles, then burst the bubbles for points. You want addictiveness, you've got it. It may be ancient, but it's still far superior to most games released today.

Available from Hit Squad





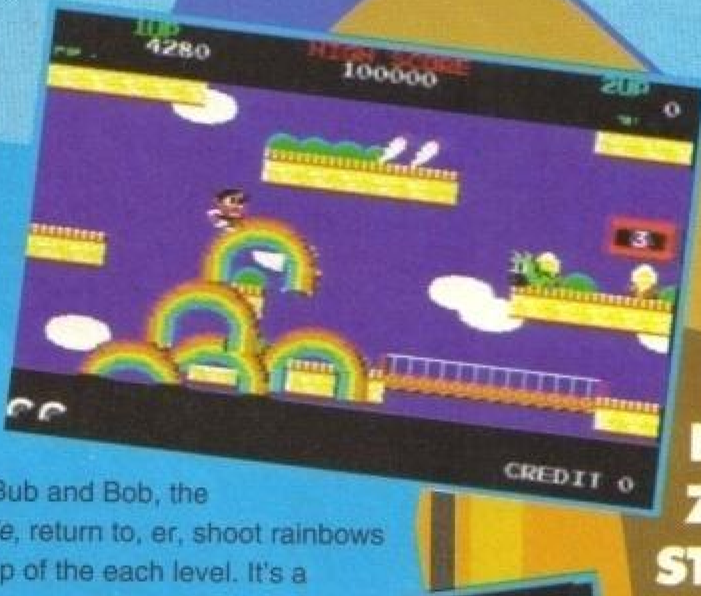
RAINBOW ISLANDS

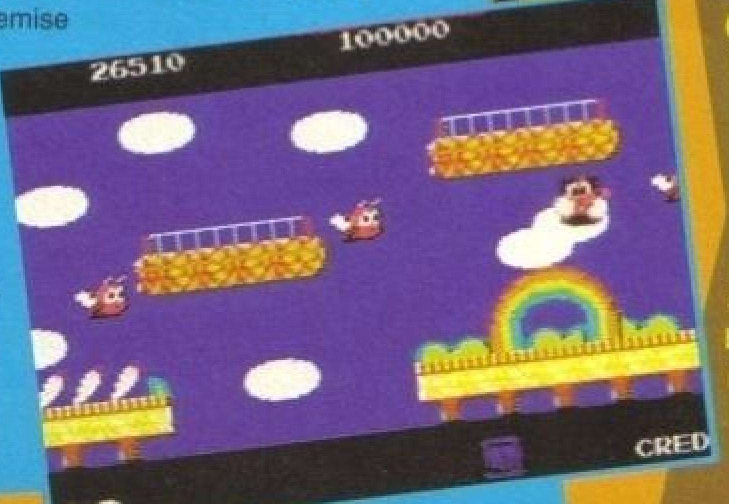
(Hit Squad)

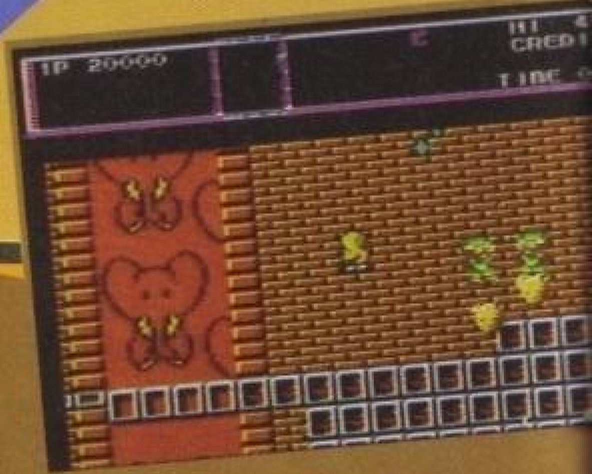
Originally released: 1989

This has been one of the most popular games ever on every format on which it's been released. Bub and Bob, the heroes from *Bubble Bobble*, return to, er, shoot rainbows at nasties and reach the top of the each level. It's a deceptively simple premise that's the basis of one of the most gloriously playable and colourful games ever. There are pick-ups and bonuses galore plus some of the toughest end-of-level guardians you'll ever face on the C64.

Generally available







NEW ZEALAND STORY

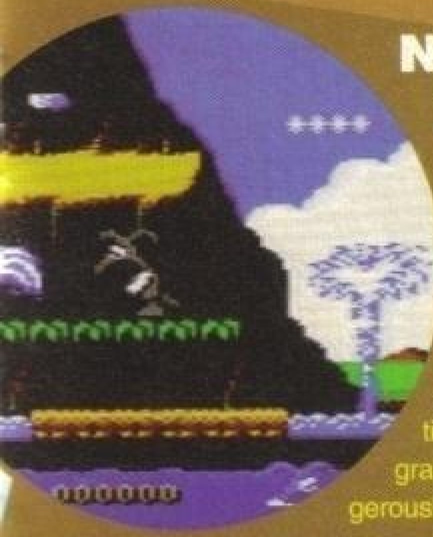
(Hit Squad)

Originally released: 1991

This has to be one of the weirdest concepts for a game ever. I mean, New Zealand's hardly the most thrilling place on the planet, is it? But against all odds, *New Zealand Story* is a darned funky game. You take control of Kiri the Kiwi (okay, that registers eight out of ten on the pukesome scale) who has to flutter, leap and pilot a flying thingy around numerous levels trying to rescue his Antipodean chums. It blends colourful graphics, fast-paced action and totally fabulous music into a perfectly balanced, no-nonsense platformer of the first degree.

Generally available

ERS



NOBBY THE AARDVARK

(Thalamus)

Originally released: 1993

Seven levels of pure bliss, and every one like a game in itself. You play the living ant-hoover as he sucks his way around the world and into deep space searching for the pieces of a matter transporter that'll take him to Antopia and the feast of a lifetime. Each level has it's own distinctive style of play, including a ballooning section, an underwater jaunt and a hair-raising race in a mining trolley. The graphics are wonderfully cartoony and colourful and the gameplay is dangerously addictive. It's a game by John Ferrari, so beware — it's a toughie

Available from Thalamus

SLEEPWALKER (Ocean)

Originally released: 1993

It may only be a month old, but *Sleepwalker* is already rightfully regarded as a classic. It introduces a fabby new twist to the genre we have come to know as 'the platformer'. You control Ralph the dog who has to make sure that his sleepwalking master, Lee, gets through each humungously massive level without waking up. The cartoon-style sprites, colourful backgrounds and excellent animation are only outclassed by the unpredictable, inventive and refreshingly original gameplay. And it's dead funny in places too.

Generally available

CAPTAIN DYNAMO
DIAMONDS:002
LIVES:08

CAPTAIN DYNAMO

(CodeMasters)

Originally released: 1992

This sad tale of the world's oldest superhero wins the prize for the most ridiculously difficult beginning to a game ever – there are some blimmin' weirdy cog things that are impossible to negotiate! And there's not much point bothering, 'cos once you get past them things just get very, very, very, very, very, very, very tedious indeed. Yawnsome bilge.

Generally available on *The Cartoon Collection* from CodeMasters

It's a Croaker!

Rodland.

CHECK 'EM OUT

RoboCod **(Kixx) Generally available**

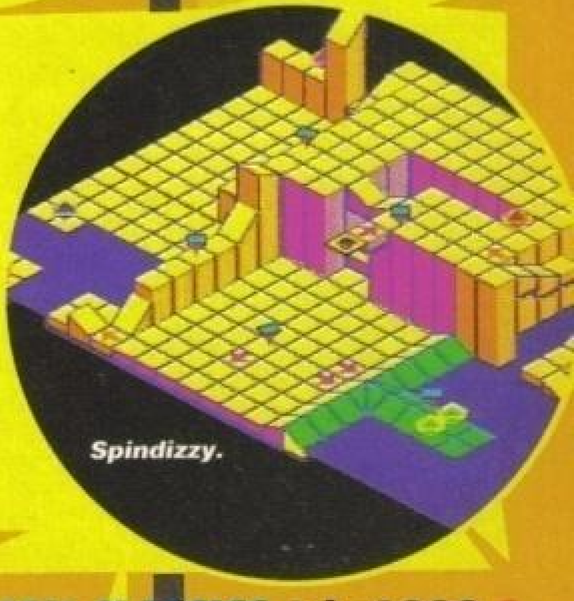
The name's Pond, James Pond, and he's quite possibly the greatest sprite ever, armed with a special suit of armour and a stretchy tail. The game's pretty funky too.

Spindizzy **(Beau Jolly) Generally available**

You're a spinning top called GERALD. But don't worry things get better. Much better. All the platform action you could ever hope for, and then some.

Rodland **(Kixx, 1991) Generally available.**

Platforms, nasties, strange weapons, more nasties, bonuses, even more nasties and, er, yet more nasties. Gloriously presented with Japanese anime art it's just a shame *Rodland*'s a bit easy.


Spindizzy.

BEAT-'EM-

TRENTON WEBB (*CF*18 – NOW)

Beat-'em-ups may be morally dodgy but they're sure fun. It doesn't matter if you're giving a computer-controlled foe a serious slapping or knocking out a friend's pixel puncher, a good beat-'em-up provides fast, tense, action. Sadly, the majority of Commodore punch-outs are slack in the extreme. But occasionally there's a brawler that really makes the grade, like this lot here that really get the blood going.

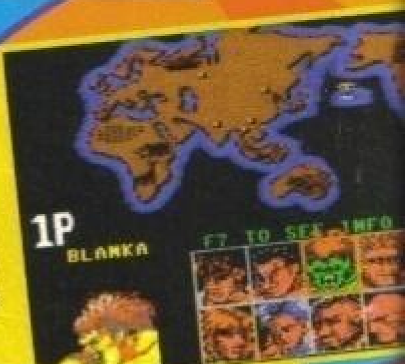
STREET FIGHTER 2

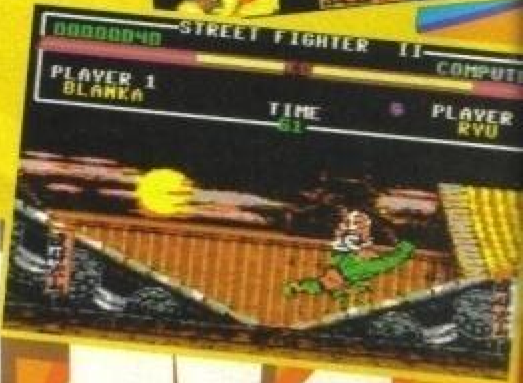
(US Gold)

Originally released: 1992

This is not a perfect conversion of Capcom's classic arcade. The sprites are too small, the opponents too soft and the multi-load massive. Despite this, *SF2* remains the most adventurous scrapper to-date. With 12 different fighters, bags of attacks there's enough subtlety to see off its gameplay gaffes.

Generally available.



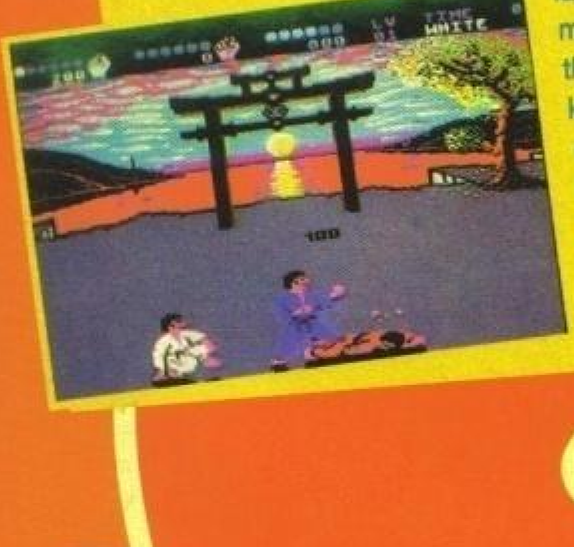


INTERNATIONAL KARATE + **(Hit Squad)**

Originally released: 1985

This is it. If you've been looking for a viciously quick fist-fight, then *IK+* is the game for you. Three warriors battle each other with a vast number of kicks, punches and blocks. The last man standing wins, the second man down stays in and the first to hit the floor is out. That's it. Brutal, face-kicking fun of the very highest calibre. It's a classic in anyone's book – and this is my book, so it's in! *IK+* is one fight you really ought to pick – if you're brave enough.

Available from the Publisher.



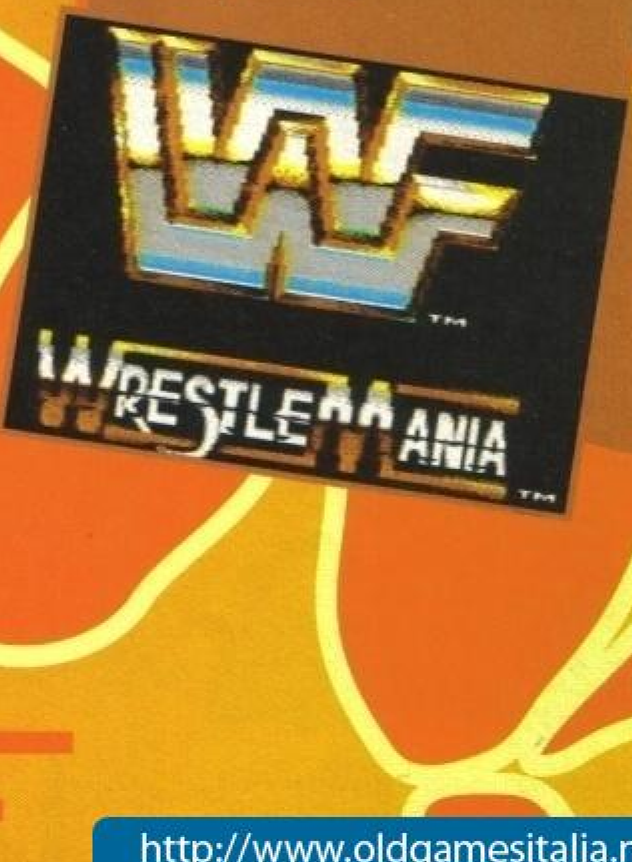
WWF WRESTLEMANIA

(Kixx)

Originally released: 1991

Glamour, glitz and grunting combine in this no-holds barred grapple-fest. With the weight of Hulk Hogan, Ultimate Warrior and British Bulldog behind it, *WWF Wrestlemania* blows all other wrestling sims away. Two players can either go head-to-head or solo fighters can take the tournament trail towards the World Championship. However, committed couch potatoes should take note, this waggling spectacular gets so intense that it doubles as a fitness-aid!

Generally available.

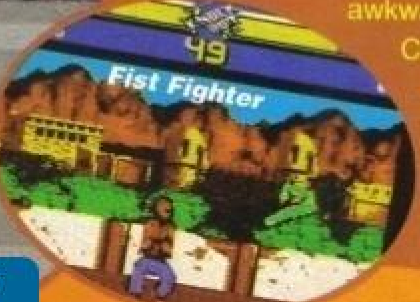


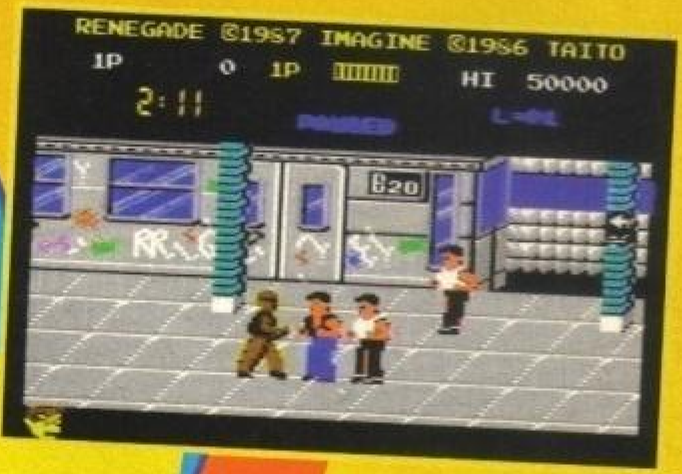
CHECK 'EM OUT

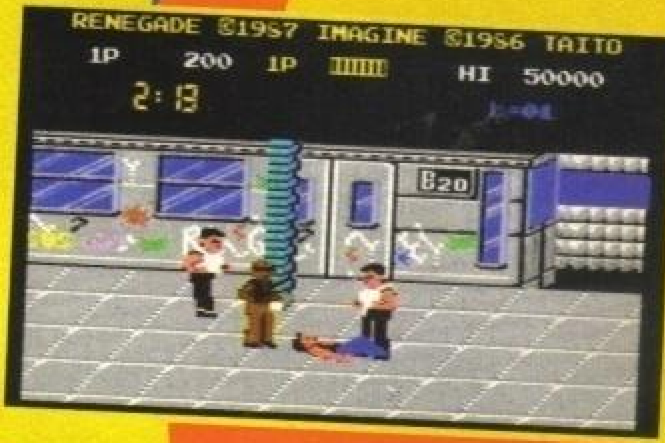
***Fist Fighter* (Zeppelin) Generally available.** This qualifies because of its sense of humour. Clearly a *Street Fighter 2* pastiche there are some neatly amusing nods to the coin-op' but the fighting itself doesn't really live up to 'inspirational' original.

***WWF2 European Rampage* (Ocean) Generally available.** With *Wrestlemania* to build en, Ocean should have had themselves a sure-fire winner here. They didn't and it wasn't. Curiously all the best bits of *WWF* are missing and they are replaced by inferior fighting. It's not be that bad, but it certainly isn't as good as it could have been.

***Pit-Fighter* (Kixx) Generally available.** The best conversion of this awkward arcade, C64 *Pit-Fighter* still suffers from flicker and is still too uncontrollable.




RENEGADE ©1987 IMAGINE ©1986 TAITO
1P 0 1P HI 50000
2:11
PAUSED
L=01
B20


RENEGADE ©1987 IMAGINE ©1986 TAITO
1P 200 1P HI 50000
2:13
L=01
B20

RENEGADE (Hit Squad)

Originally released: 1986

In this concrete jungle one man has had enough. Instead of *Falling Down* his answer is to get physical. The controls are a little weird, but the fights are finely balanced and it proves to be a rugged battler. *Renegade* must fight his way through levels filled with weapon-toting bad guys. *Renegade* later spawned two equally violent sequels – and the second's two-player mode is brill – but the original's the best.

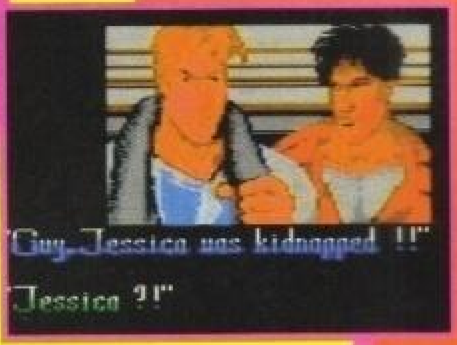
Available from Software City.

FINAL FIGHT

(Super Fighters Compilation/Kixx)

Originally released: 1992

It's a Croaker!


"Guy, Jessica was kidnapped !!"

"Jessica ?!"

If you loved the arcade then you'll hate this. This once great coin-op is a shadow of its former-self. James finished this one with the Autofire on and with his eyes closed (no kidding)!

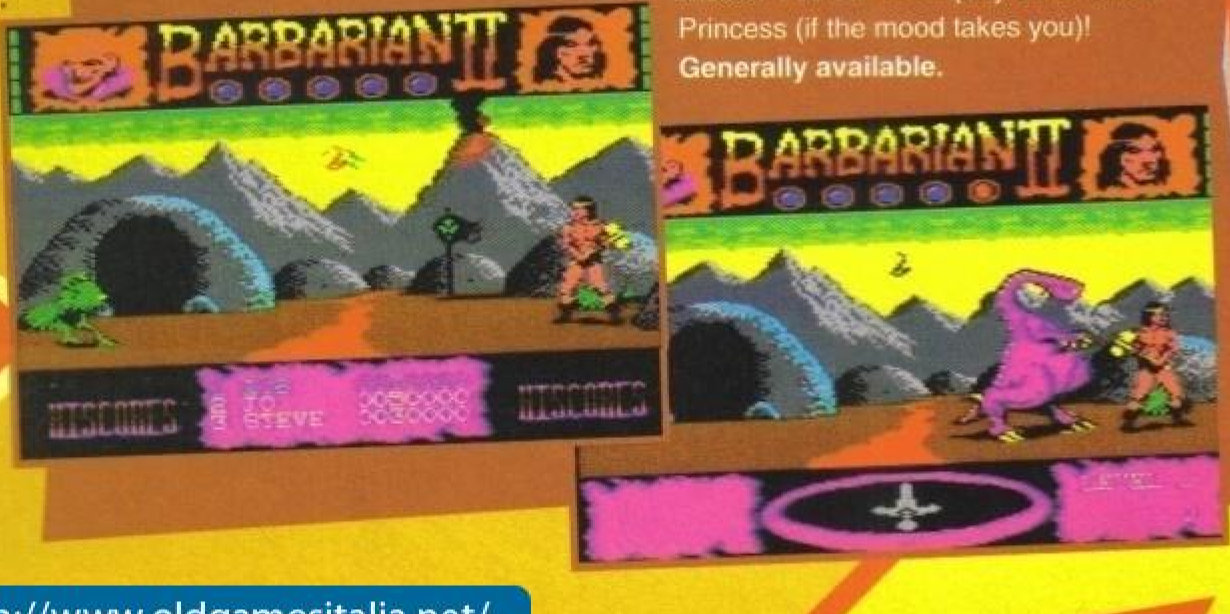
Generally available!

BARBARIAN 2 (Kixx)

Originally released: 1988

A sequel to the roaringly violent *Barbarian* this game introduces bladed weapons into the arena. There are some vague adventure overtones – you're sent off to hunt the evil wizard Drax – but these are just an excuse for a fight. Although no excuse is really needed for such fast, flowing sword-play. Overhead chops and swinging swipes are just some of the spectacular strokes; hearts and heads being hacked off are just some of the gory effects. You can even play a homicidal Princess (if the mood takes you)!

Generally available.


BARBARIAN II
HISCORES
TO STEVE
HISCORES
BARBARIAN II

MODERN CLASSICS

SIMS

STEVE JARRATT

EDITOR (*CF1* – 14)

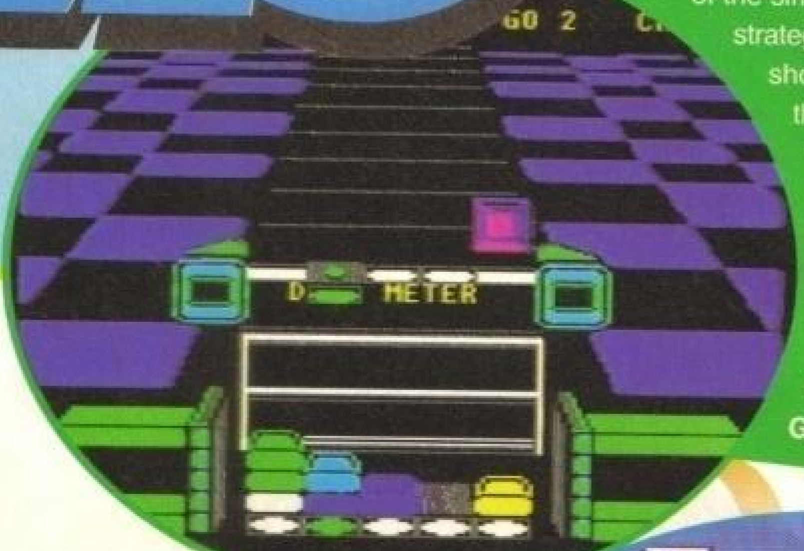
If games cost me cash I want my money's worth. That's why I picked the simulations section. Most games have a single solution but sims recreate an entire world, that can be explored extensively in expensive aircraft/ tanks/boats. And once you've learned how to control your vessel, the world is your oyster – or some breed of sand-irritated shellfish, at least. Besides, blowing 'real' things apart is far more fun... (*Oi! We'd like a word with you – Special Branch*).

SILENT SERVICE (Kixx)

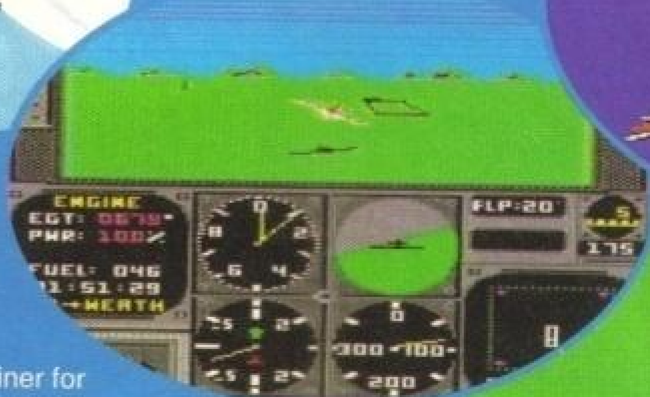
Originally released: 1986

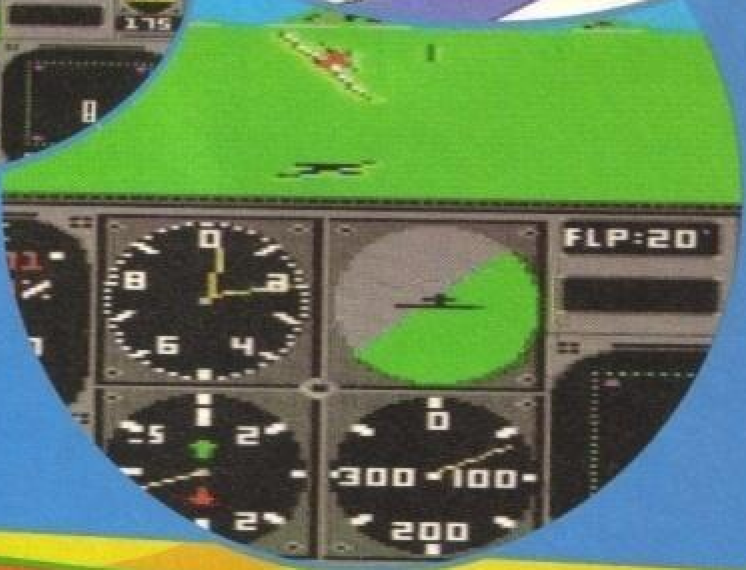
Sitting at the bottom of an Ocean in a metal tube cannot be considered a visually stimulating experience. Despite this handicap *Silent Service* floats to the top of the simulations pile. It combines strategy with good, old-fashioned shooting- torpedoes-at-things action and the result is an admittedly slow but totally gripping game. *Silent Service* may look horribly dated but give this war veteran a chance and it'll soon be telling top-notch sea stories.

Generally available



AcroJet
THE
ADVANCED FLIGHT
SIMULATOR



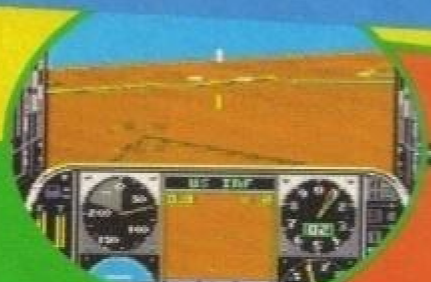


ACRO JET (Kixx)

Originally released: 1986

Standing for Acrobatic Jet, *AJ* is really a trainer for computer pilots. You chase along behind a chase plane (*what? – Ed*) as it performs all manner of loops, dives and other potentially fatal things. Vertigo sufferers will not be surprised to hear that it's not the flying but the ground that kills you. Unfortunately that's all that can. There's not a gun, bomb or missile anywhere to be found in the whole game. Technically *Acro*'s excellent but it lacks aggro'. So it's one for the more passive among us.

Generally available



GUNSHIP

(Air, Sea Supremacy Compilation)

Originally released: 1987

Warning! If you want a top-grade chopper sim then get the DISK version. If you want the equivalent of a one-level demo get *Gunship* on tape. Starring the wonderfully porky AH64A Apache attack helicopter you can fight in four foreign fields, against four levels of computer opposition. On disk it's the best there is. On tape… oh deary, deary, me.

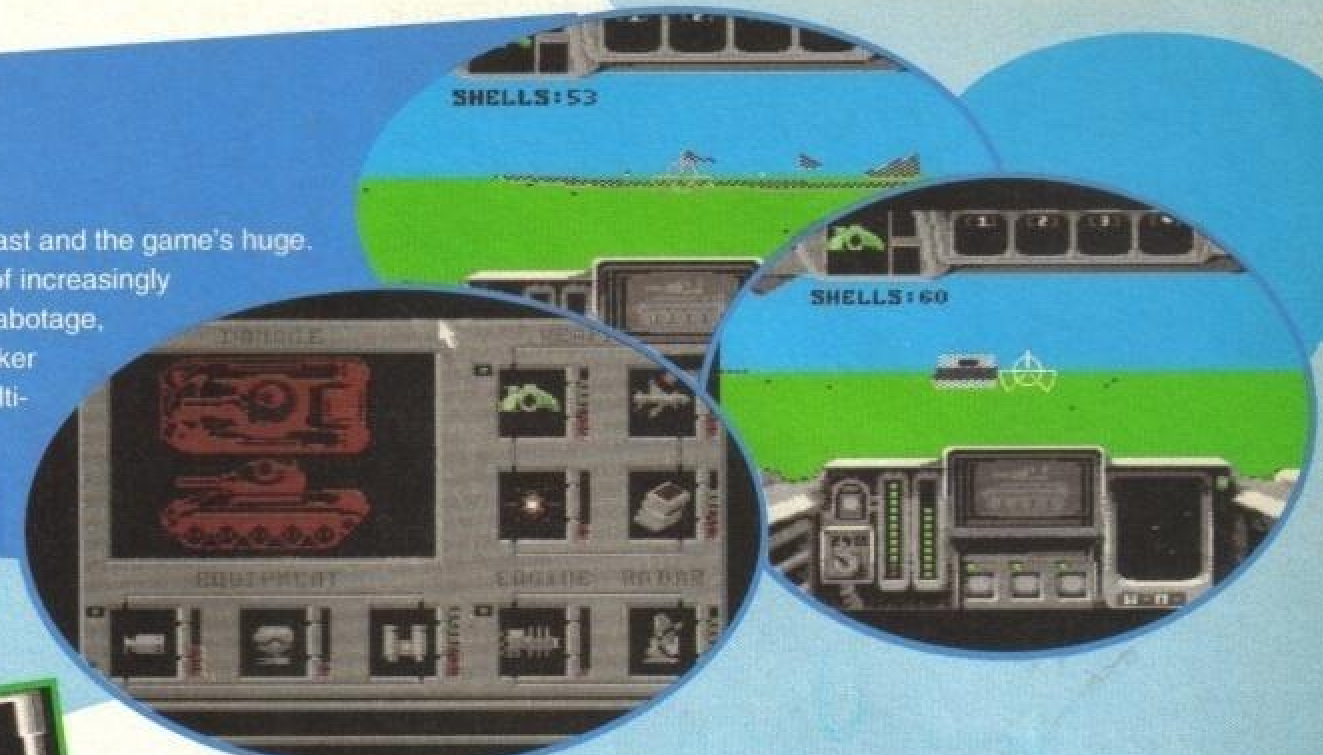
Generally available.

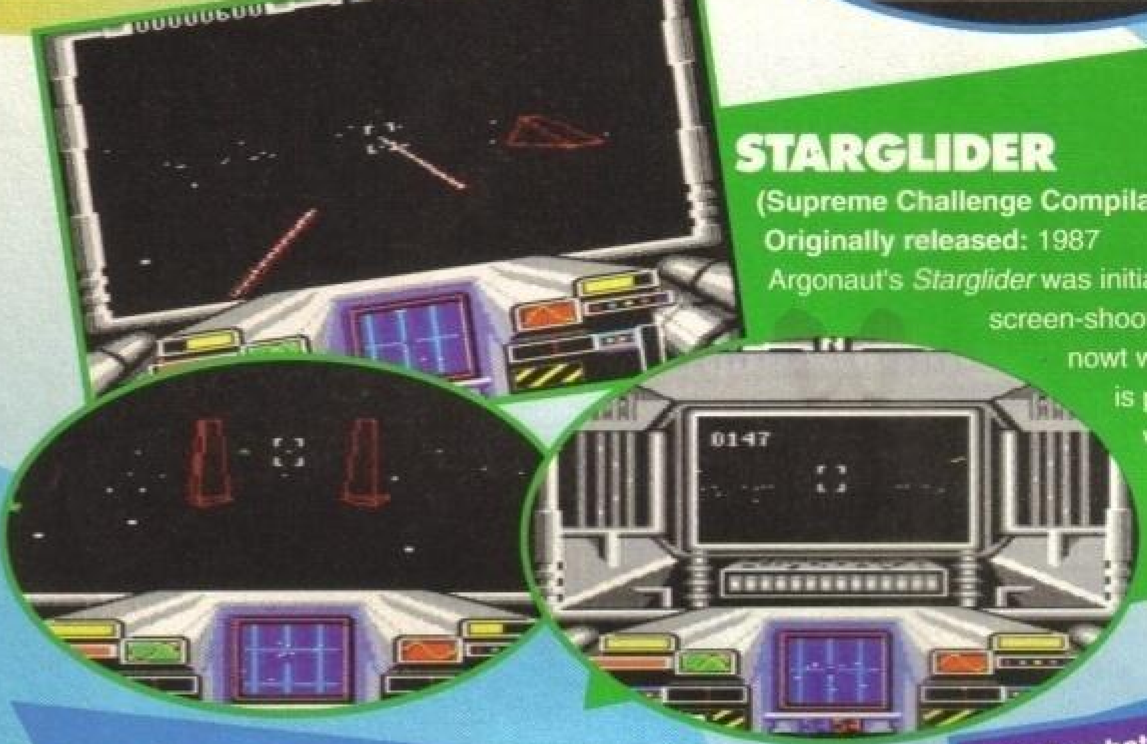
BATTLE COMMAND (Ocean)

Originally released: 1991

Battle Command comes on cart, so loading's fast and the game's huge. A solo-super tank is yours to take on a series of increasingly tough missions. There's search and destroy, sabotage, surveillance, rescues, everything, in fact, a tanker could wish for. Running in slick 3D this is the ultimate battlezone for folk who want to find out what it's really like to be in a metal box when it's hit by high explosive!

Generally available.





STARGLIDER

(Supreme Challenge Compilation)

Originally released: 1987

Argonaut's *Starglider* was initially criticised for being little more than an into-the-screen-shoot-'em-up with fancy polygon graphics, but there's nowt wrong with that! The graphics chug a little but this is partially due to the strain the massive wire-frame world puts on your machine as you twist and turn in desperate dog-fights to the death (*that's enough alliteration if you don't mind – Ed*).

Generally available

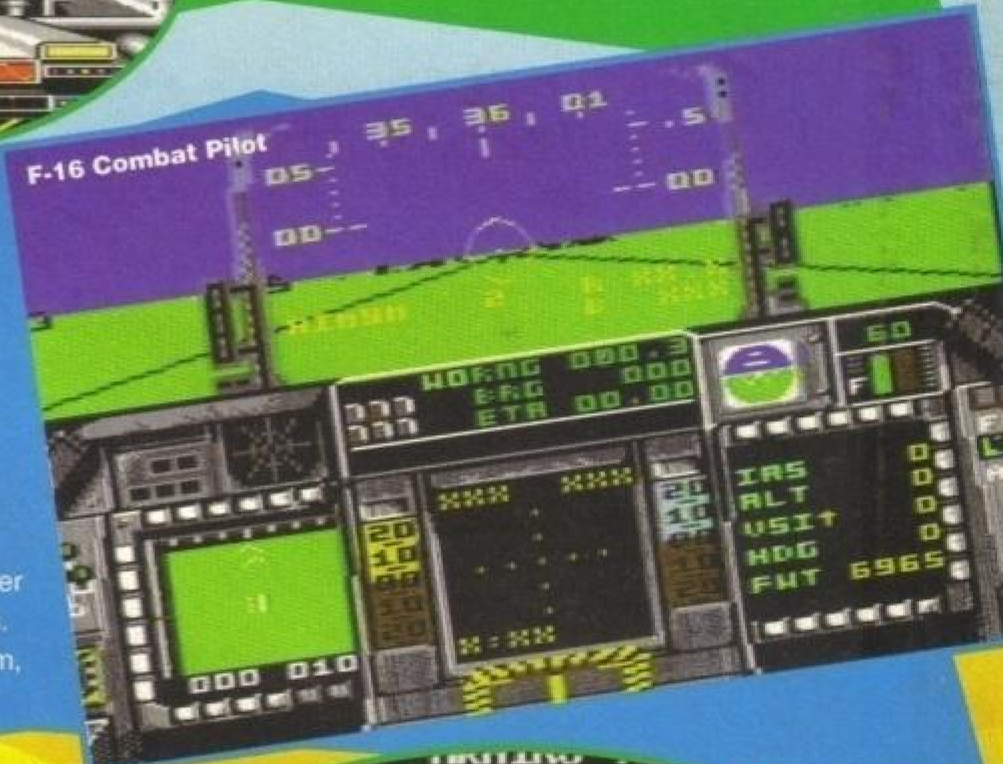
CHECK 'EM OUT

***F-15 Strike Eagle* (Kixx)**

Generally available. Not the classic it's meant to be *F-15* still flies a fairly friendly sky. The graphics are fast, the plane durable and the missions happily chaotic. It's rather hard to lose control of the F-15 – a feat we could surely achieve in real life without even trying!

***F-16 Combat Pilot* (Digital Integration)**

Generally available. Surprisingly fast, this complex little number puts you behind the stick of one of America's top fighters planes. Fighting both air and land targets *F-16 Combat Pilot* is a good sim, but its 'depth' means you're always feel slightly 'removed' from the action.


F-16 Combat Pilot

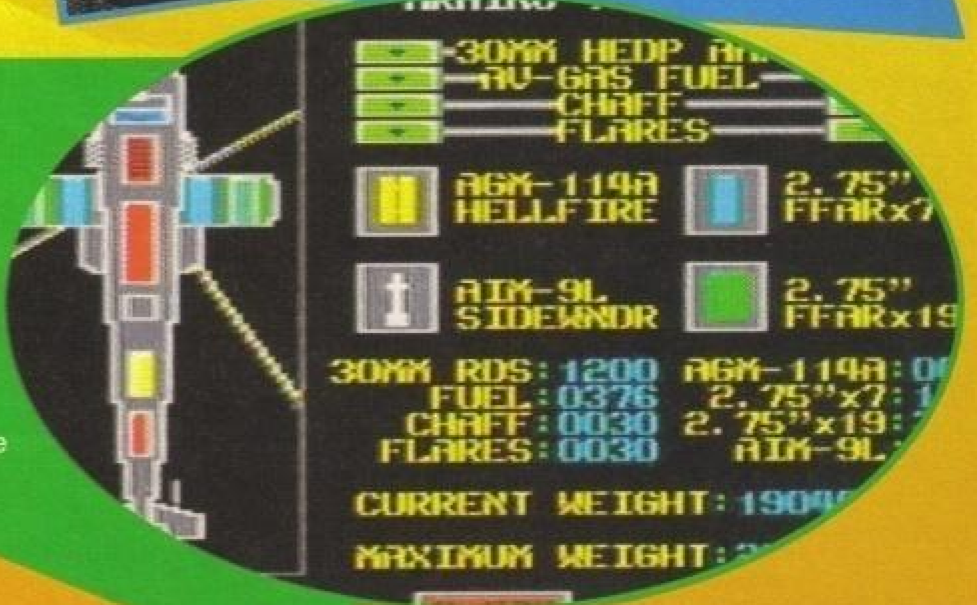
It's a Croaker!

GUNSHIP (Kixx)

Originally released: 1992

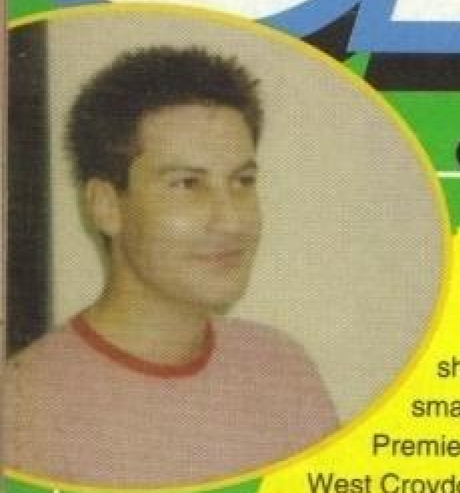
Why!?! As a simulation *Gunship* on cassette is as good as the disk version. It's the length of the game that's different. On tape you can only play a single mission and are unable to save the pilot you've created before re-booting. This 'oversight' make this RPG sim seem like a broken pencil – pointless! (© *Blackadder II punchlines*)

Generally available.



MODERN CLASSICS

SPORTS



OLLIE ALDERTON (CF6 – NOW)

As *Commodore Format*'s resident sporting expert, it was only natural that I should introduce our selection of smart sport sims. I've separated the Premier Division leaders from the South West Croydon Sprockett's Sink Plug League demotion contenders. In the interests of variety (*in other words, if we'd let Ollie have his way then all of the Top Five would have been footie games – Ed*) we've chosen five different types of sports sim, so there should be something here for everybody (except those weird people who hate sports sims, I suppose – such strange people do exist).

BULLY'S SPORTING DARTS

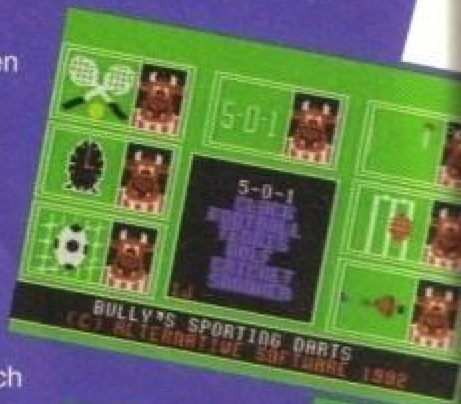
(Alternative)

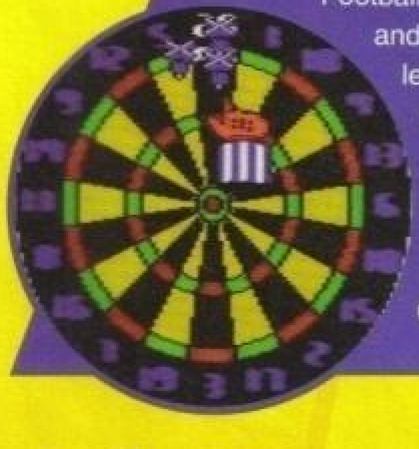
Originally released: 1992

Hmmm… I'm still not convinced that darts can be described as a sport (you don't even need to be fit to play it) but there's no denying that *Bully*'s is a great little game, so I'll ignore my natural bias against all things oche-related for the moment.

Anyway, there's a lot more to *Bully*'s than playing bog-standard 501 darts (although you can if you want) and Jim Bowen doesn't make an appearance (which must be to its advantage). You can also play Football, Tennis, Snooker, Golf and Round The Clock… or at least darts versions of them anyway. The control system is suitably dart-like and the package as a whole is great fun.

Generally available





12
DAVE
1 501
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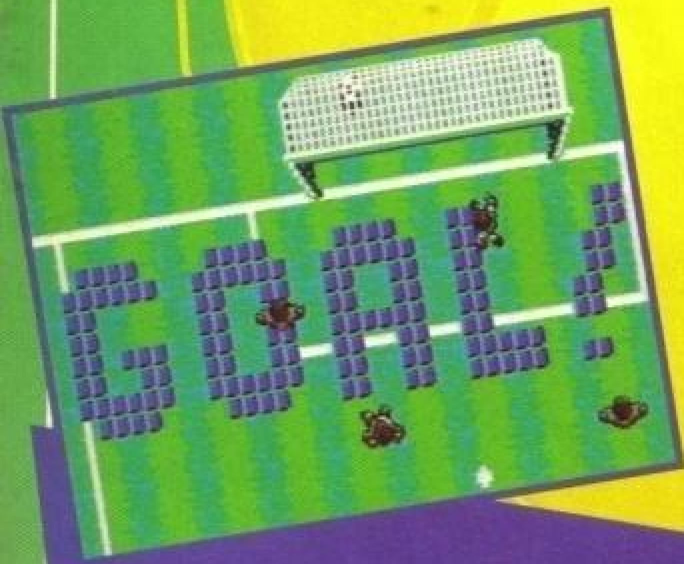
OLLIE
REQUIRES



MICROPROSE SOCCER

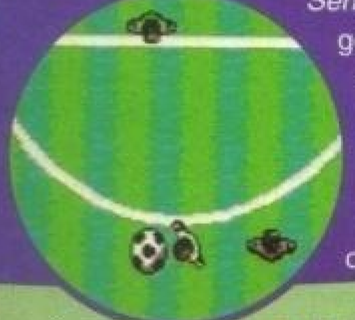
(Kixx)

Originally released: 1989

Tricky one this. There are at least three well-worthy football sims already available on the 64 , but Microprose's effort beats off *Emlyn Hughes International Soccer* and *Kick Off 2* (which really has a better reputation than it deserves) in the humble opinion of the *CF* crew. Written by Sensible Software, who went on to write the near legendary *Sensible Soccer* on the Amiga, it looks good, is easy to control and is the nearest thing to real footie you'll find on the C64.

Generally available

(If you're into computer soccer check out our *Liverpool* review on p.76)



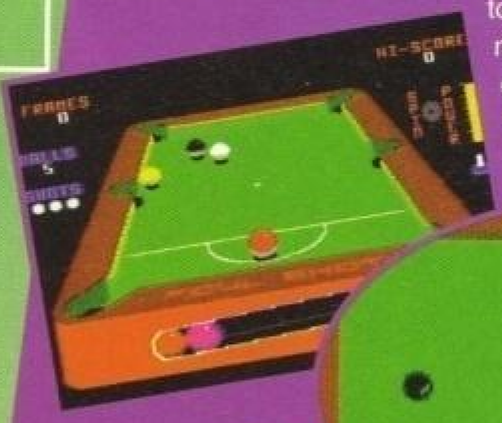
AMERICAN 3D POOL

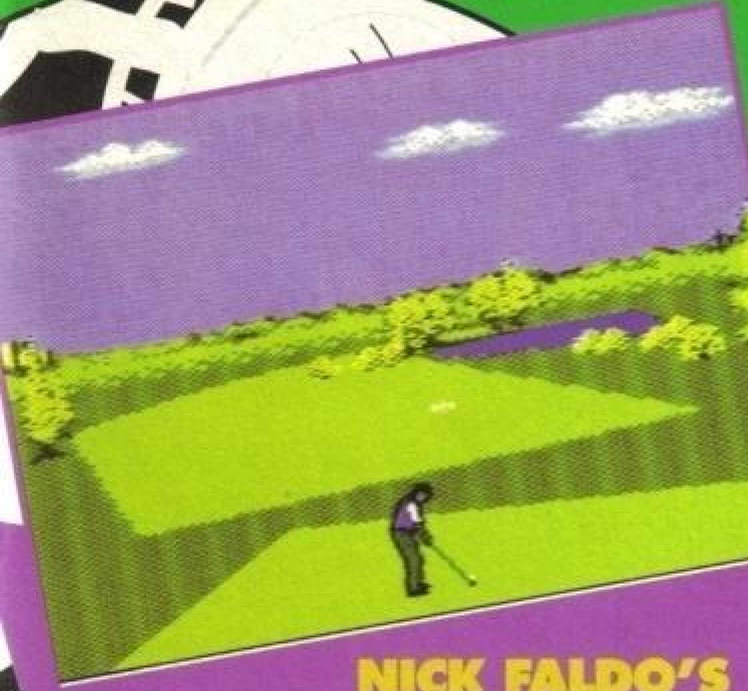
(Zeppelin)

Originally released: 1991

Of the green baize contenders, *American 3D Pool* came tops by a small piece of blue chalk. It's not the flashiest of cue and ball conversions but it sure is the most playable (although being *American Pool* some of the rules are a bit odd at first). You line up your shots from a 2D perspective and then the view switches to 3D for the action. You can play against the computer, or, better still, against any number of friends in a tournament. There are also a number trick shots you can try out if you want to look really flash (*or foolish? – Ed*).

Availabile from Amma Software





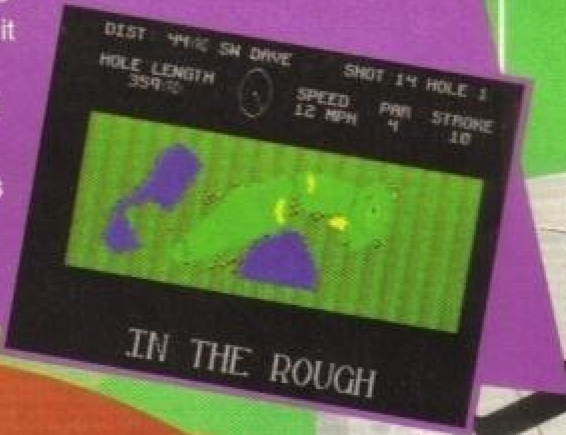
NICK FALDO'S CHAMPIONSHIP GOLF

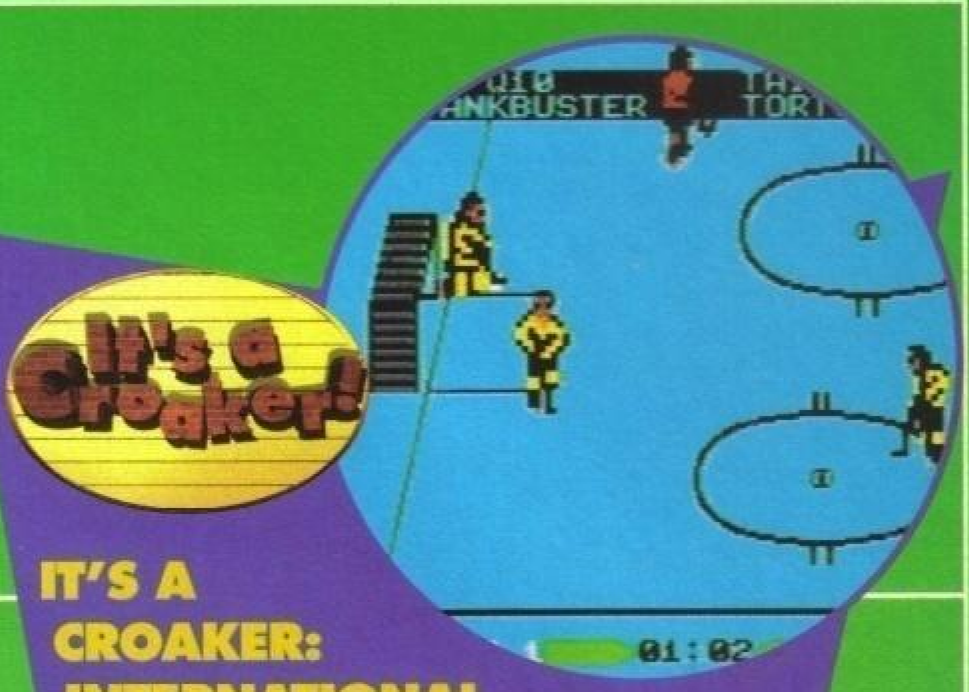
(Grandslam)

Originally released: 1992

Golf works brilliantly on computer as long as the programmers get the formula right. And they certainly did with *Nick Faldo*'s. Admittedly, in terms of the control over the variables (strength of stroke, direction, choice of clubs) and the hitting system there is little to choose between this game and *World Class Leaderboard*. But *Nick* wins out in one major respect – the speed at which it redraws the fairway after you've hit the ball. In fact, it's so classily presented that it's got immense crossover appeal – it's the one sports sim that people who hate sports sims should have.

Available from Software City





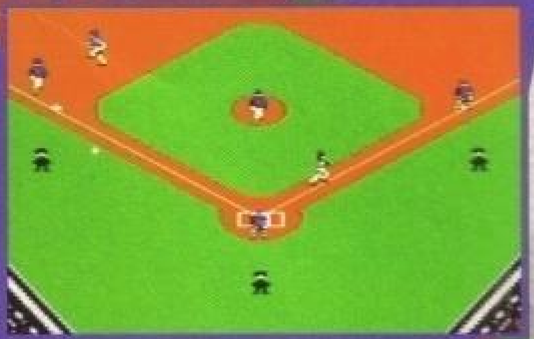
IT'S A CROAKER: INTERNATIONAL ICE HOCKEY

(Zeppelin)

Originally released: 1988

Aaargh! You feel like you've got about as much control over this game as you would over a car that's had it's breaks cut, steering wheel wrenched out and gear lever jammed and is now quite happily cascading down a hill. The ONLY decent point about it is that you can change all the players into penguins (just hold down Fire and the back arrow).

Available from EDOS



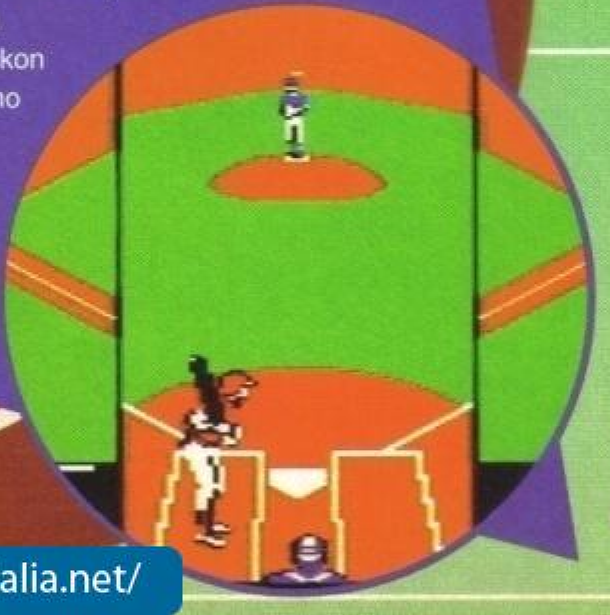
RBI 2

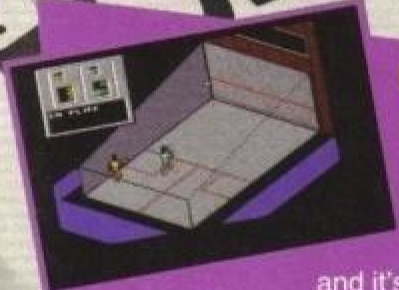
(Hit Squad)

Originally released: 1991

Come on. Own up. Has anyone ever actually seen a copy of *RBI 1*? Did it even exist? It's one of life's great mysteries. But what the heck when we've got *RBI 2* which, logic suggests, must be the superior of the two. Baseball on the C64 has never been better. *RBI 2* is smoother than a cream in a Twinky© with the kind of control system that a particularly dim amoeba could understand. But don't reckon that makes it too simple, no siree, no way. Played against the computer *RBI 2*' s rewardingly challenging, and better still against a friend who's as good (as rubbish) as you are.

Generally available





CHECK 'EM OUT

Kick Off 2 **(Anco)**

Available from Wizard

Well, it's okay, but overrated. There are some amusingly annoying bugs and it's hard to tell which man you've got control over but it's still feverishly fast footie.

Emlyn Hughes International Soccer **(Touchdown)**

Available from Software City

A weird perspective (you view the game from the side of the pitch) and a decent control system, but it's all a bit slow.

Rugby The World Cup **(Domark)**

Available from Wizard Games

Tried to be the *Kick Off* of Rugby, and it succeeded. Fun, but not an awful lot of depth.

Jahangir Khan World Championship Squash **(Krisalis)**

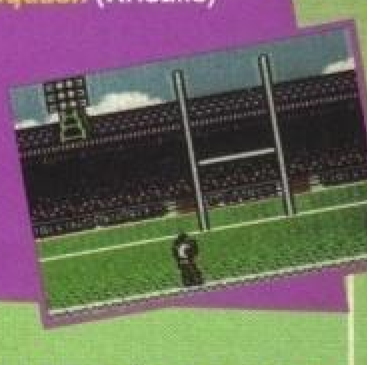
Generally available

Certainly the best of the squash games around, but that really isn't saying much.

International 3D Tennis **(GBH)**

Available from Amma Software

If you can stop laughing at the stick-men players, this is actually an immensely playable sim.



MODERN CLASSICS

ARCADE ADV

DAVE GOLDER (*CF*23 – NOW)

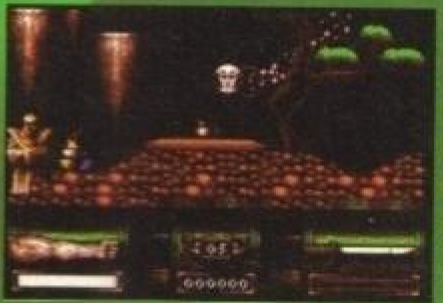
Arcade action *är-kad' ak'shen*, adj. **1**. That bit in *Terminator 2* when Arnie and the T1000 slug it out in an amusement arcade. **2**. A game in which both your joystick dexterity and puzzle-solving are tested; many would say the ultimate computer game format. I certainly would. I reckon that the games recommended here aren't just the best arcade adventure games for the C64, they're the very best games ever in any genre. Period. So if you haven't got all of them (except the Croaker of course) do yourself a favour and get 'em right now!

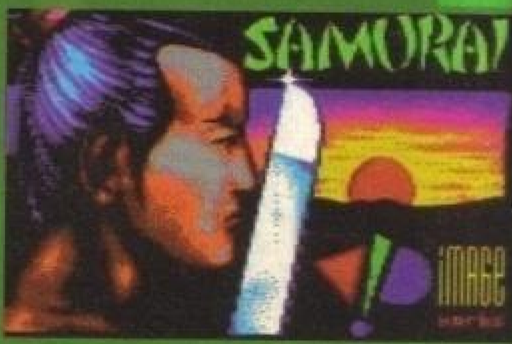
FIRST SAMURAI (UBI Soft)

Originally released: 1991 or 1993 (depending on your point of view)

There was a gap of over a year between *CF* reviewing this game and you lot finally being able to buy it (it wasn't our fault Robert Maxwell fell off a boat and sank Mirrorsoft!), but it was well worth the wait. An oriental adventure in which you're pitted against a Demon King (aren't you always?), *First Samurai* has gorgeous graphics, glorious gameplay and an addiction factor that raised questions in the House of Commons. But then you'd expect nothing less from Commodore stalwarts Mev Dinc and John Twiddy, the men who also brought you *Last Ninja* and *Time Machine*.

Generally available





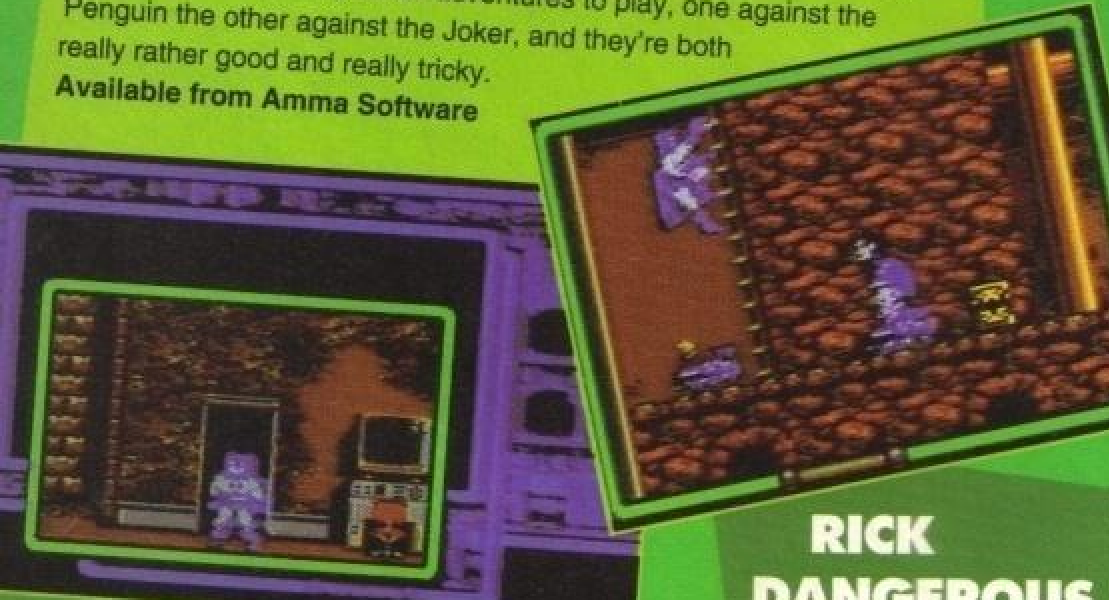
BATMAN – THE CAPED CRUSADER

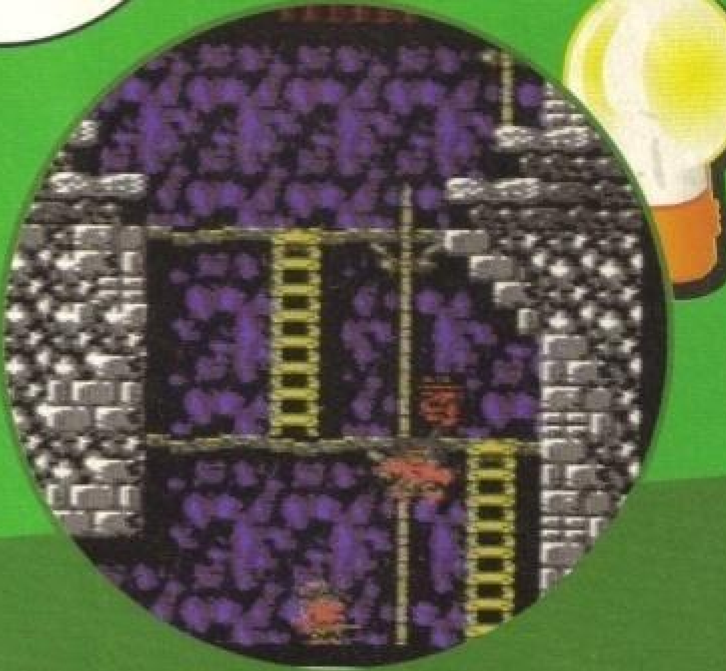
(Hit Squad)

Originally released: 1989

Nope, this isn't the game of the film, and it's not really the game of the TV programme either, but stylistically it's certainly based firmly in the 60s camp (*groan! – Ed*). It has a comic strip feel to it, with screens framed like comic strip panels that stack up on top of each other and very over-the-top sprites (Batty's chest bulges more than Trent's wallet). There are two action-packed adventures to play, one against the Penguin the other against the Joker, and they're both really rather good and really tricky.

Available from Amma Software





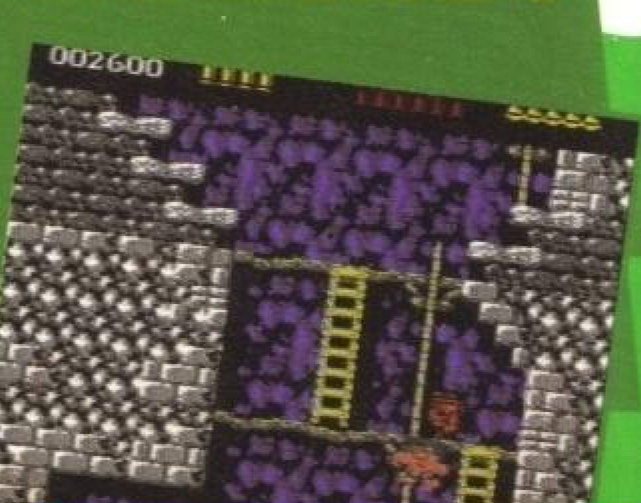
RICK DANGEROUS 2

(Kixx)

Originally released: 1990

I admit that I'm biased here and would have stuck both of Rick's games in the Top Five given the chance. But as *CF* is a democracy – ie, Trent forced me to choose one or the other – so *Rick 2* got the vote, because, for once, bigger does mean better. It was Core Design's last project before they went solo and a pretty darned good job of a swansong they did too. This time the not-at-all-inspired-by-Indianna-Jones-honest-guv hero blasts into outer space to save the Earth. Superb graphics, loads of bonus rooms, smooth controls, tons of playability – *Rick Dangerous 2* has got the lot.

Generally available



P
ENTURE

EXILE (Audiogenic)

Originally released: 1991

Forgotten classics: *The Last Star Fighter*, *Star Cops*, Horror Bag crisps, *Exile*. All of them deserve reassessment, but there's only room for one here. So… blimey, I used to love those cheese flavoured… (*snip – Ed*)

Okay… *Exile* is a complex, multi-layered game with a deceptively simple plot. As a jet-packing space marine you have to reach the subterranean laboratory of the evil scientist Triax. What makes it's so brilliant is that the just about everything on screen accurately obeys the laws of physics. Add that to an incredibly versatile hero sprite, a huge map and more deft little touches than a Brazilian cup final and you've got a game that deserves to be in everybody's collection.

Exile's complex controls take some getting used to, but the rewards are great.

Available from Software City

It's a Croaker!

LITTLE PUFF

(CodeMasters)

Originally released: 1990

Okay, *DJ Puff* was a great game but, don't ever, ever, ever be fooled into buying its predecessor. As with the original *Street Fighter*, you wonder how *Little Puff* ever managed to spawn such a brilliant sequel. It's stunningly, awfully, appallingly, terribly bad and altogether not very good.

The animation's rough, the puzzles sub-Dizzy standard and the character too twee for all but the toughest of tastes to tolerate. Look I know I'm having a bit of a go, but it's just that in comparision *DJ Puff's Volcanic Caper* was so good!

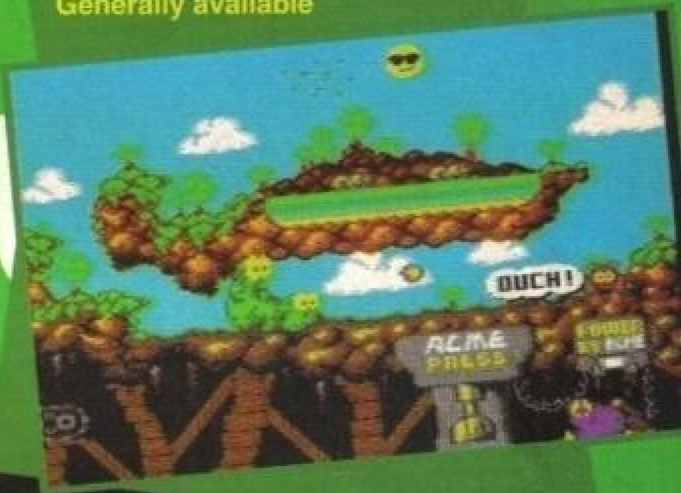
Available (if you're really desperate) from CodeMasters

CREATURES 2 (Thalamus)

Originally released: 1992

Is there anything left to be said about this game? Who cares if there isn't? You can never praise *Creatures 2* enough. It's an awesome game from Apex, the team responsible for *Cyberdyne Warrior* and the original *Creatures*. But *Creatures 2* is the pinnacle (I couldn't bring myself to say apex) of their output (so far, see p.27). It's a grisly affair in which you, playing Fuzzie Clyde Radcliffe, have to rescue your Fuzzie fellows from evil torturers. The puzzles are ingenious, the graphics are amongst the best you'll ever see on the 64 and there are some deliciously silly sub-games.

Generally available



stage 1

get ready

torture screen 1:
pressed for time

CHECK 'EM OUT

Rick Dangerous **(Kixx)**

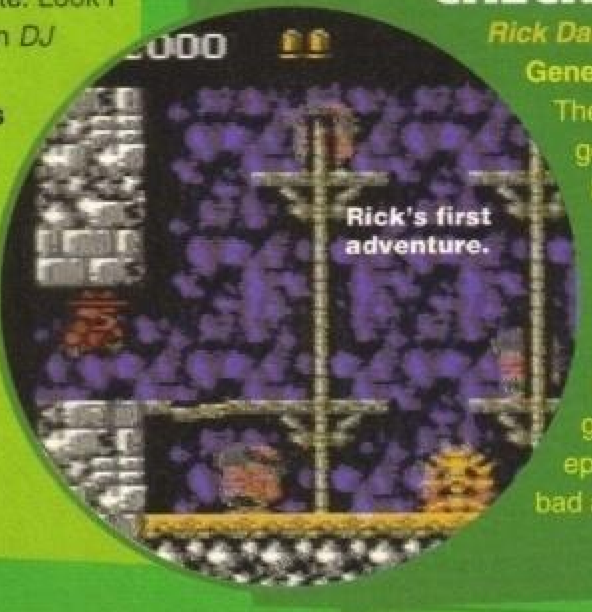
Generally available

The original Rick is still stonkingly good fun. Fast action and excellent graphics throughout.

Dizzy Prince Of the Yolk Folk **(CodeMasters)**

Generally available

Okay, generally here at *CF* we loathe the ovoid one, but we grudgingly have to admit that this episode in his adventures wasn't half bad at all, actually.



Rick's first adventure.

MODERN CLASSICS

DRIVING GA

LISA KELLET (CF30 – NOW)

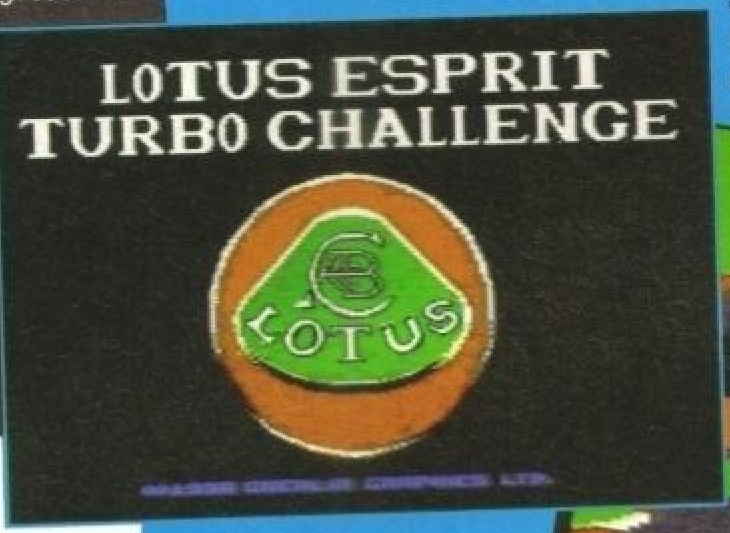
Hmm, I'm not sure how I ended up hosting this section. I haven't even got a driving licence. The nearest I get is when I drive people round the bend by nattering on about all the latest goss'. By the way did you know that Trent… (*snip! – Ed*). Anyway, I feel honoured to have been asked choose my five top racing games (though I suspect it has more to do with Roger being in the US and Sean Masterson having vanished off the face of the Earth). And here they are starting with… what was it Trenton? (*Psst!* Lotus Esprit Turbo Challenge – *Ed*)… So it was!

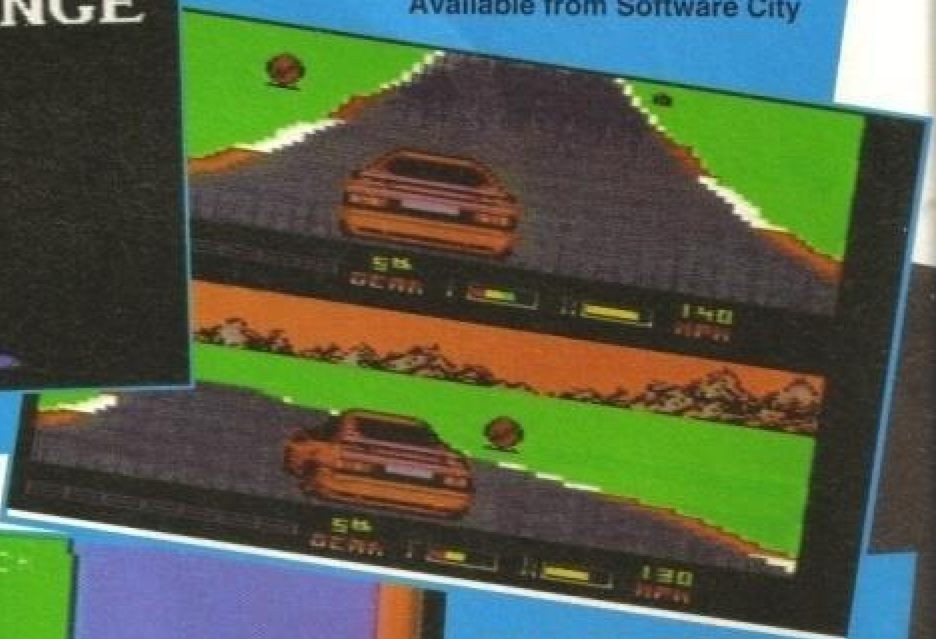
LOTUS ESPRIT TURBO CHALLENGE (GBH)

Originally released: 1991

One of the best-selling games ever on the C64, *LETC* offers one of the most exciting two-player modes around. But that's not the only impressive thing about the game; how do 32 increasingly difficult tracks grab you? Or what about the options for manual or automatic gear boxes and three difficulty levels? And if that hasn't convinced you, the fact that the action is stupefyingly fast, the graphics are mightily impressive and the control system is about as responsive as you could hope for should. Lotuses are such sexy (*hrrumph! – Ed*) cars they deserve a game this good.

Available from Software City





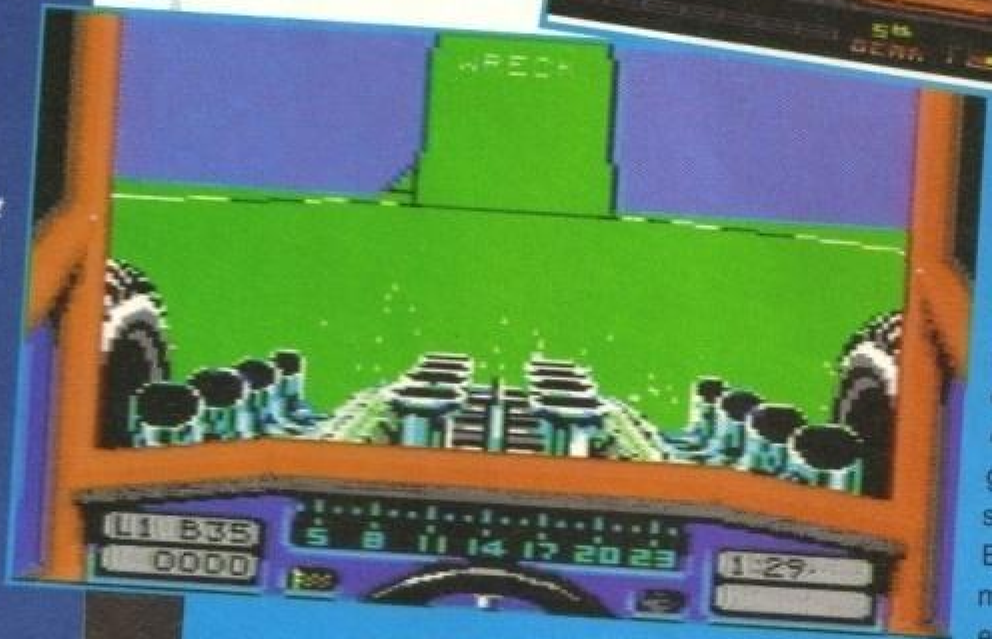
OUTRUN EUROPA

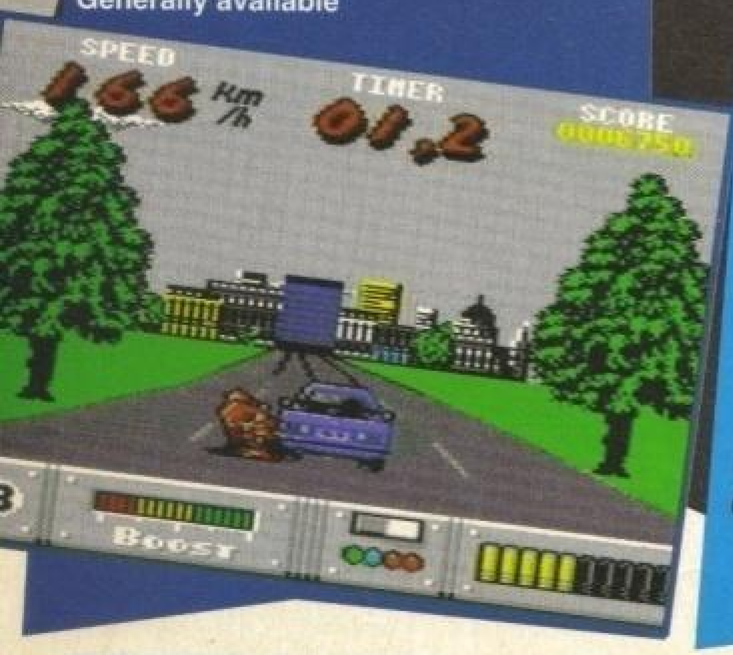
(Kick Start)

Originally released: 1991

This was the third game in the *Outrun* series (following *Outrun* and *Turbo Out Run*) and the only one not to be based on a coin-op. It's a mad dash across Europe using all sorts of vehicles – a Porsche (ooh, definitely my type of car), a motor bike, jet skis – in a bid to recover some stolen documents from Germany. It's a slick, stylish game with a plot that adds an edge to the high-speed action and the different vehicles you get to control keep the gameplay fresh.

Generally available



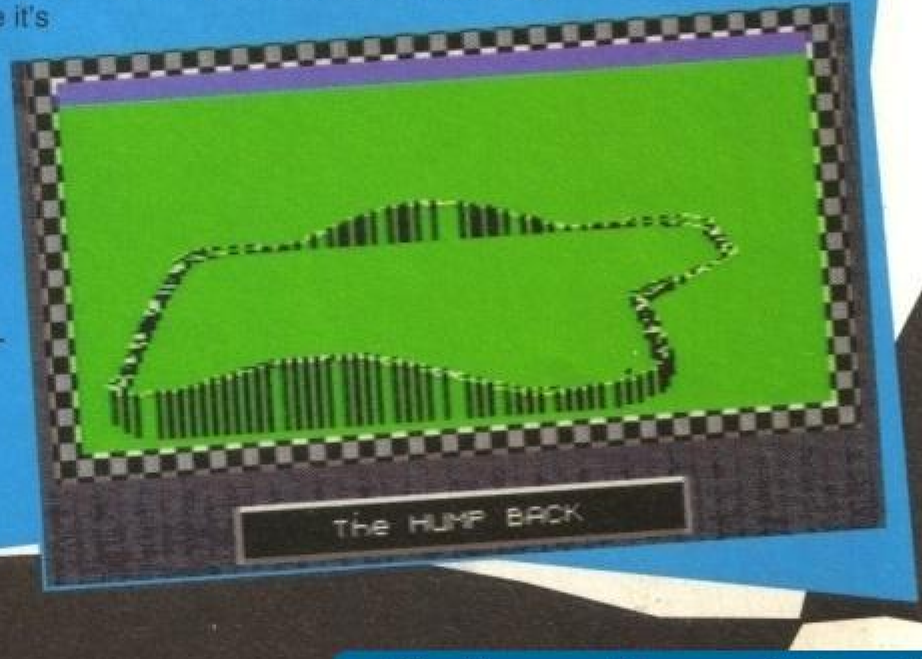


STUNT CAR RACER (Kixx)

Originally released: 1989

This bears about as much resemblance to reality as an episode of *Neighbours* (especially the one where Daphne gave birth with her knickers on), so you can't exactly call it a sim. But blow realism, this is the most amazing driving experience you can have on the C64. You drive a reinforced buggy around a bumpy, twisty and frankly very dangerous circuit that's a few hundred feet up in the air, all without the aid of a safety net. If you go off the side it's straight down for you, matey – there's no corner cutting here. *Stunt Car Racer* is fast, addictive and exhilaratingly challenging action all the way, but then what else would expect from the programming genius that is Geoff Crammond?

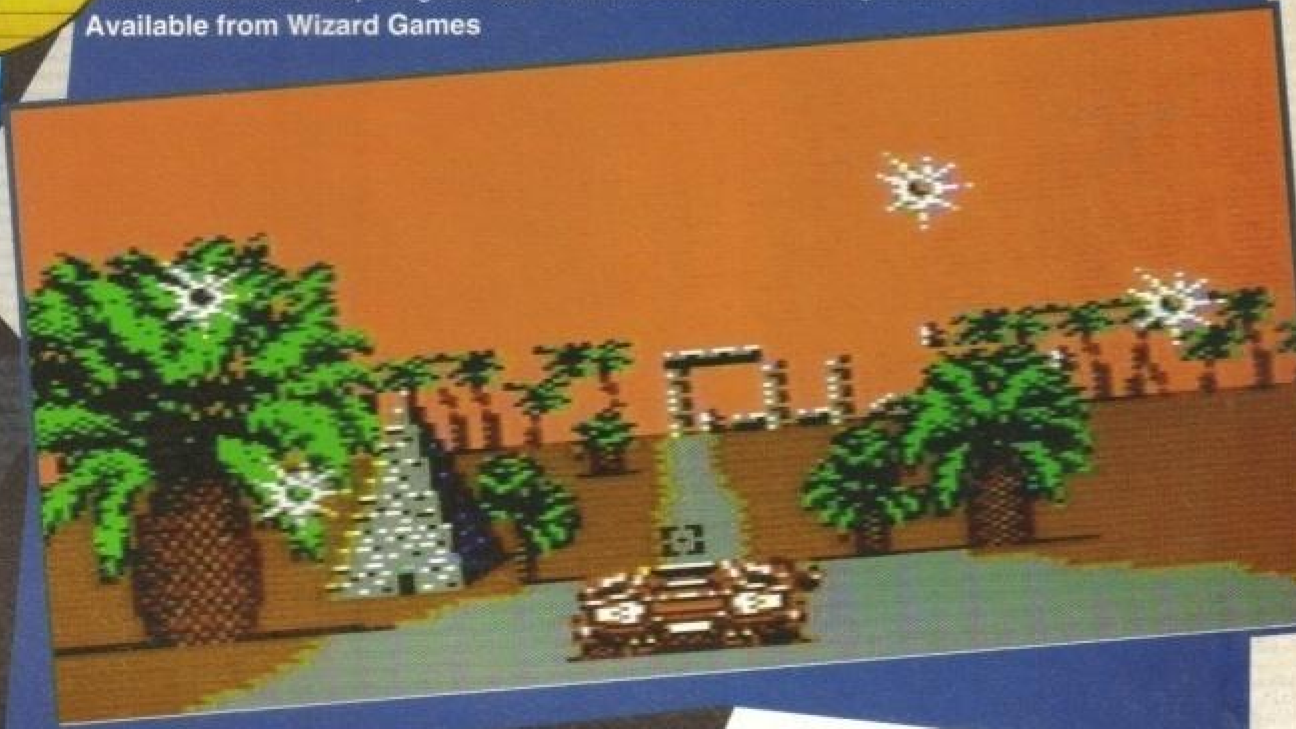
Generally available



MES

TURBOCHARGE (System 3)

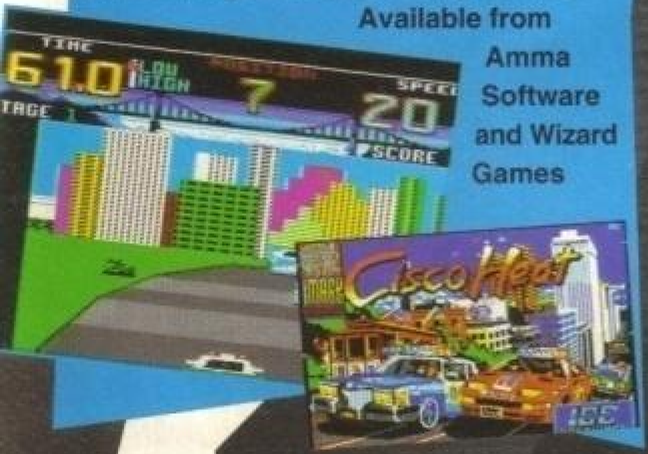
Originally released: 1991
Rumoured to be the fastest game ever on the C64, *Turbocharge* doesn't compromises any graphical detail or gameplay to accommodate this turn of speed. You're a customs officer in a missile-armed Lamborghini who's on the international trail of terrorists who have swiped some arms from the US army. You race through various countries shooting everything that gets in the way while being blasted by enemy cars and aircraft. Oh there's also a fuel shortage to contend with! *Turbocharge* features incredible attention to detail and more action than all the *Rambo* films put together. An unusual feature that works brilliantly is the steering – the car stays in a fixed position while the road appears to move. This may sound odd but it helps a great deal when it comes to avoiding obstacles.
Available from Wizard Games

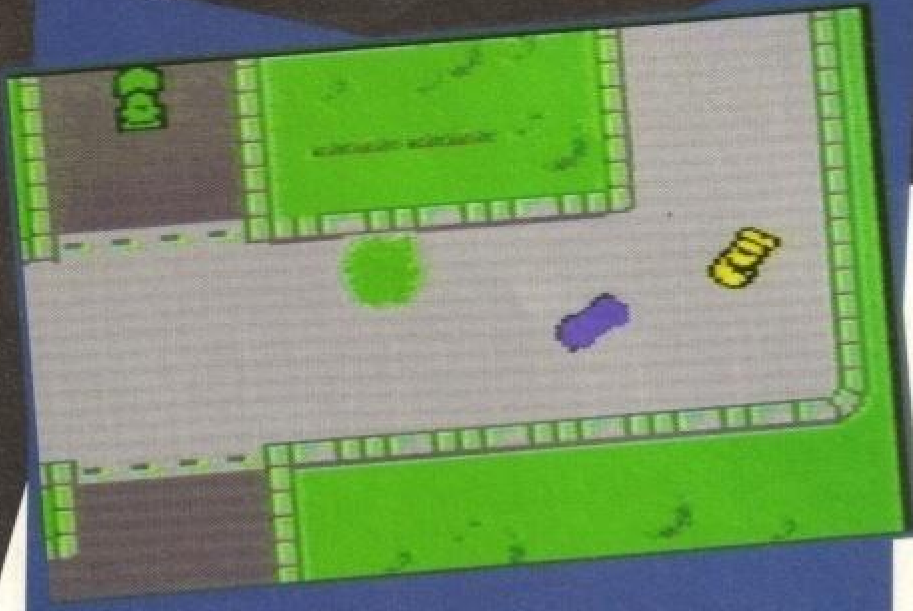


It's a Croaker!

CISCO HEAT

(Image Works)
Originally released: 1992
Less of the high speed chase through the streets of San Francisco that it tries to be and more of Monday morning stuck in a ten-mile traffic jam on the M25 between junctions 12 and 13. The frame rate is slower than the Embassy Snooker finals and you seem to be racing along the world's longest zebra crossing. Terrible.
Available from Amma Software and Wizard Games





SUPERCARS (GBH)

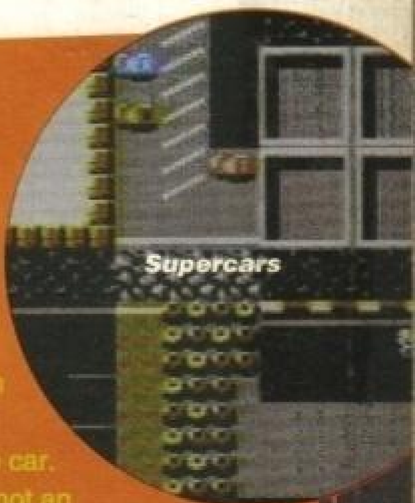
Originally released: 1991
Supercars flies the chequered flag for overhead-viewed racers. It offers nine tracks of motorised mechanical mayhem (as they used to say in *Wacky Races*) in which the cars don't just race against each other, they also try to blast each other into mounds mangled metal. These cars, you see, appear to have been customised by the same people who did the bodywork on the cars in *Mad Max 2*; some of them are more like exceptionally nippy tanks than rally cars. You start off with a bog-standard vehicle with pea shooters for weapons, but the more money you win, the more enhancements you can make to your car. And you'll need them, because each track is more difficult than the last. It's a blast!
Generally available

CHECK 'EM OUT

Slicks **(CodeMasters) Generally available**
A reasonable-enough overhead racer with small but perfectly formed cars.

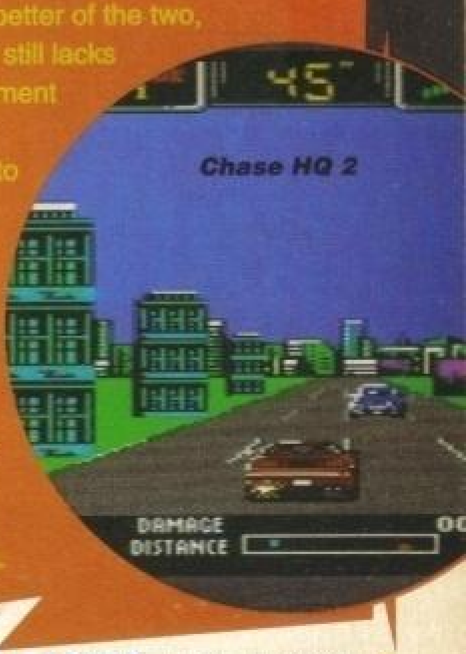
Super Monaco GP **(Kixx)**
Available from Software City
This is a fairly decent conversion of the coin-op that put you in the cockpit of a Formula One car. Okay, but not an essential buy.

Chase HQ 2: SCI **(Ocean)**
Available from Software City
The sequel to *Chase HQ*, and the better of the two, but it still lacks excitement despite being able to blast away at the other cars. It's fast but annoyingly jerky. One for the serious C64 racer fans only.

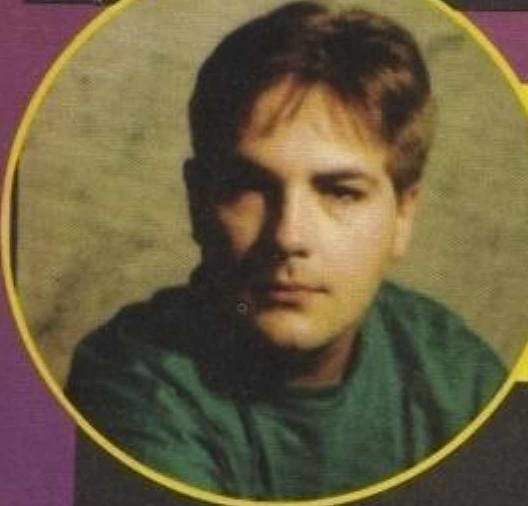

Supercars

Super Monaco GP
1ST
POSITION
145MPH
QUALIFYING LAP

Super Monaco
WELCOME
SEGA
GRAND
PRIX

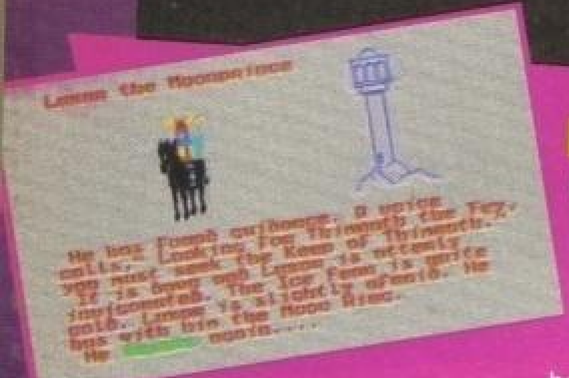

Chase HQ 2

FRP & RPG



JAMES LEACH (CF18 – CF26)

Computers take the work out of Fantasy and Role Playing Games, which is just as well because when it comes down to it I'm a lazy so and so. When you play these games for 'real' they're a mass of tables, weirdly-shaped dice and poncey elves called Barry. Your C64 can do all that for you, leaving you free to explore. Oh, and keep a reasonable map. Oh, and pay attention to every single detail. And not name your ranger Barry!



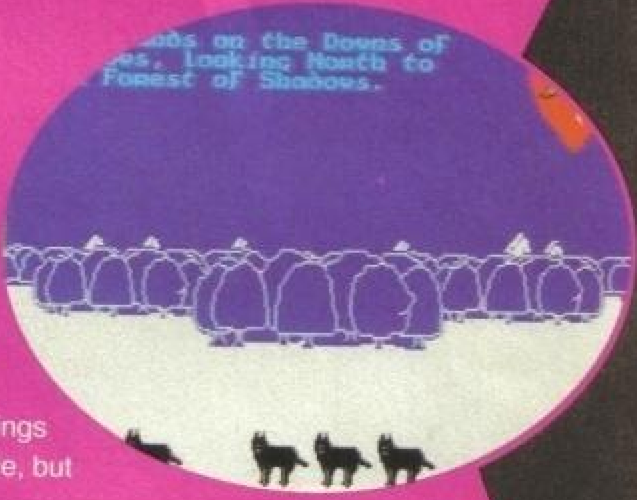
LORDS OF MIDNIGHT

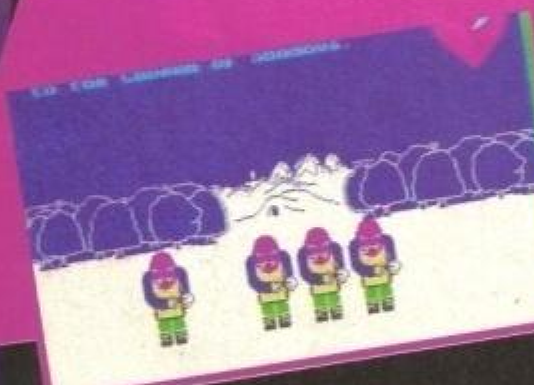
(Julian Rignall's Top Ten)

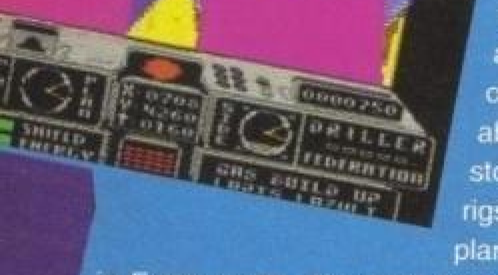
Originally released: 1985

Time's not been kind to Mr *Midnight*. Eight years of advances in graphics make poor *Lord* looking deeply sad, if not clinically depressed. In eight years, though, few games have even come close to *Of*'s level of absorbing gameplay. Mike Singleton's classic graphic adventure (one of the very first, in fact) sets you up as a warrior Lord who must use his minions to capture, conquer and other things beginning with C the world. It may look bloomin' 'orrible, but it's still brilliant to play!

Generally available.







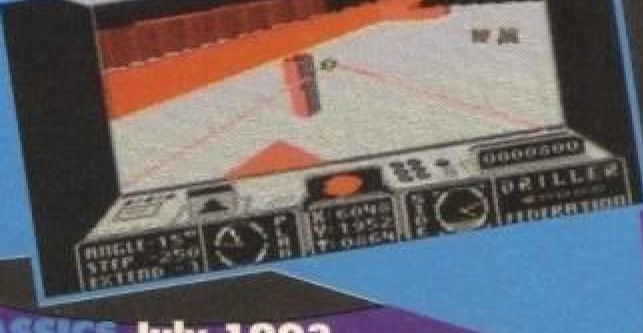
DRILLER

(Virtual Worlds Compilation)

Originally released: 1988

Somewhat foolishly you've allowed yourself to be beamed on to a mining planet which is just about to explode. The only way to stop it is to position a series of rigs that will safely vent the planet's rising gas levels. Sculpted in *Freescape*™, this game has you flying around the massive, deserted buildings and it's real spooky. And thanks to the 3D effects you get both beautiful gameplay and atmospheric alien graphics right in your face!

Generally available.

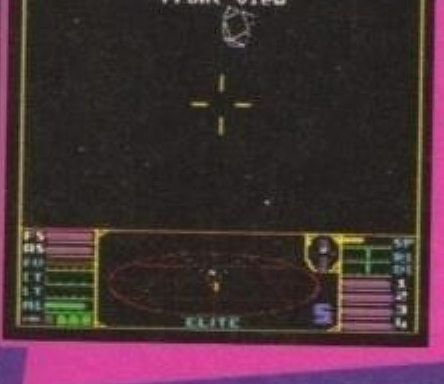


ELITE (Rainbird)

Originally released: 1985

Okay I know that *Elite* isn't strictly an RPG, but what other category would it live in? (And we really wanted to recommend it somewhere.) It may look like a flight sim but you fly through space. It may look like a strategic trading game, but you get involved in laser duels. The fighting may make it seem like a shoot-'em-up but there are huge missions to complete. *Elite* basically has it all. It creates a wire-frame universe in which you can a pursue a career of either good or evil. It develops slowly but is worth the wait!

Generally available.



MARKET PRICES
PRODUCT
UNIT
UNIT PRICE

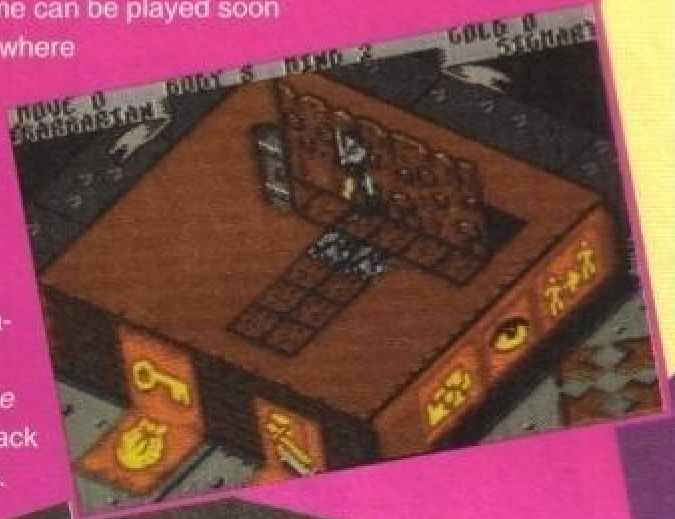
HEROQUEST

(GBH)

Originally released: 1991

Based on the world-beating board game, *HeroQuest* bought arcade practices to the RPG world. 12 missions await the four warriors. Monsters must be slain, magic spells cast and fiendish puzzles unpuzzled fiendishly. It looks simple but the speed at which the game can be played soon lets you rush in where angels (and we're talking the large leather-clad gentlemen with Harley Davidsons) fear to tread! And for the seasoned *HeroQuester* there's the *Return of the WitchLord* Expansion Pack to keep 'em adventuring.

Generally available.



ELVIRA 2

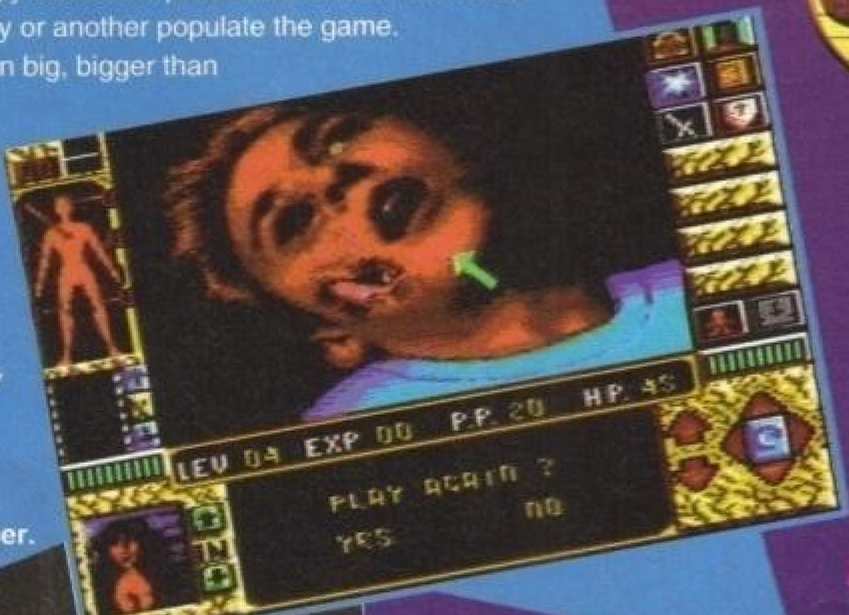
(Flair)

Originally released: 1992

ELVIRA
II
FLAIR
SOFTWARE

Queen B productions' finest moment is marred by the kidnapping of its biggest star (in more than one respect) and boss, Elvira. Some schmuck has to go and find her. Guess who that might be? Brilliant player's point-of-view graphics bring this game to life. Corpses fall out of closets, bats loom out of the dark and a seemingly ceaseless procession of folk who would like to kill you in one way or another populate the game. *Elvira 2*'s big, bigger than big, bigger than bigger than big, bigger than bigger than bi... (*yeah, we get the idea, James – Ed*) but there's a price to pay for such sweet sights – this is possibly the worst multiload nightmare imaginable. Few such loading slogs reward you with such gameplay or graphics, though!

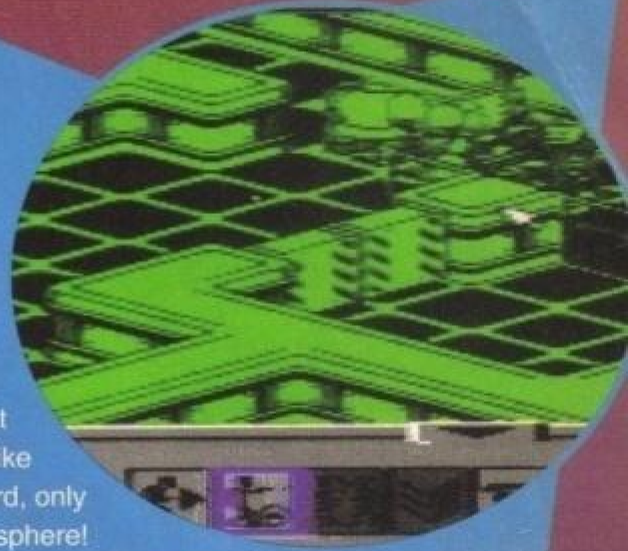
Available from the Publisher.

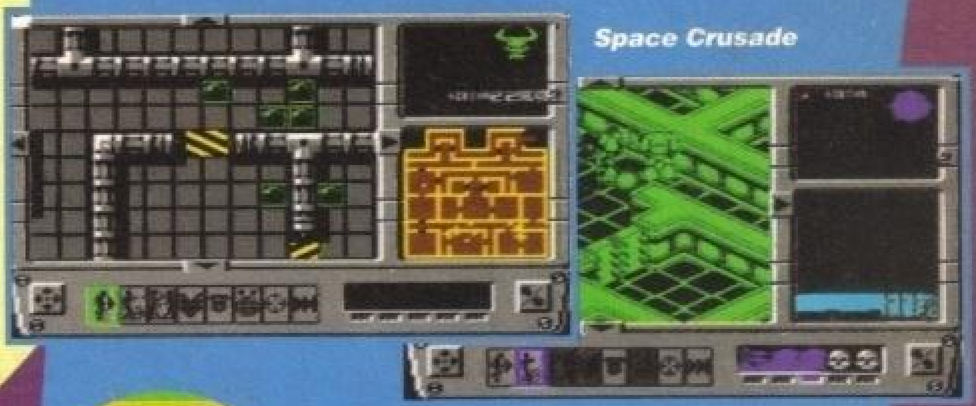


CHECK 'EM OUT

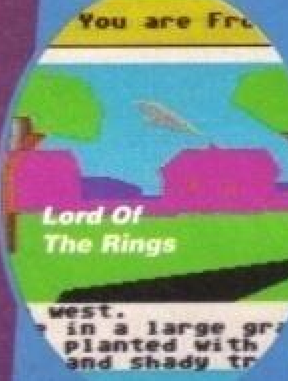
Space Crusade
(*Gremlin*)
Generally available

The description "*HeroQuest* with guns" sounds a little harsh, but it's a compliment! Just like *HQ* it plays fast and hard, only with a cyberpunk atmosphere!





Space Crusade



You are Fr

Lord Of The Rings

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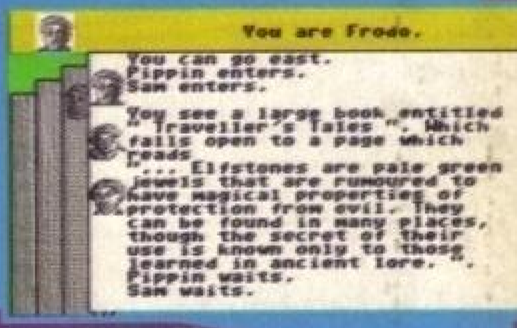
Lord of the Rings
(Melbounre House) Generally available on the Tolkien Trilogy.

Taking the classic tale as its inspiration, this graphic adventure allows you to explore Middle Earth and interact with famous fantasy folk. The fact that it's only available as part of a trilogy is actually good news, as you also get the excellent *Hobbit* and the fairly average *Shadows Of Mordor* to play as well. In fact the *Tolkien Trilogy* is almost as big a challenge as trying to plough through the books!



You are Frodo.
You can go east.
Pippin enters.
Sam enters.
You see a large book entitled " Traveller's Tales ". Which falls open to a page which reads
" ... Elfstones are pale green jewels that are rumoured to have magical properties of protection from evil. They can be found in many places, though the secret of their use is known only to those learned in ancient lore. ".
Pippin waits.
Sam waits.

Lord Of The Rings

It's a Croaker!

Adventures are a weird genre. It's easy to find games that everybody recognises as classics but it's almost impossible to find ones that everybody hates – okay, loads of people hate all adventures, period, because they are such an idiosyncratic style of game. But this section wasn't designed for them (get thee to a shoot-'em-up section, as my old mate Shakey used to say). So I'm sorry team, I can't do this bit. Do you want to put a silly pic of a frog in here instead? No...? That was the kind of humour we used to indulge in when I was on the mag.

MODERN CLASSICS

STRATEGY

COLIN CAMPBELL (CF14 - CF17)

For me the best games are those which force you to think. Games that force you recognise tactical patterns, balance disparate forces and use limited resources for maximum effect. When you win, you know why. It's good for the ego, but it also leaves you pondering other possible outcomes or permutations. Strategy games force you to work for your victory, but who says an easy life would be fun anyway?

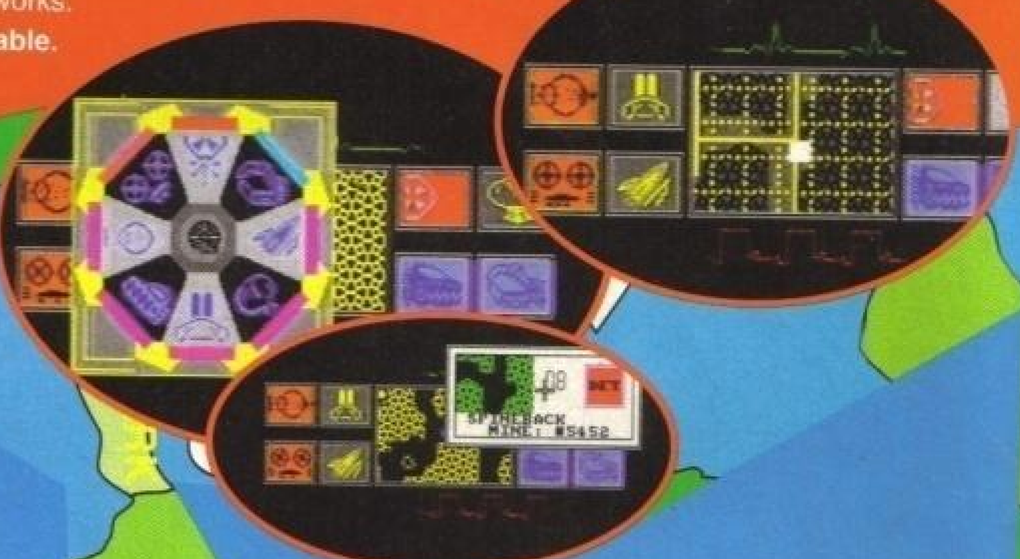
ZOIDS

(Big Box 2/Julian Rignall's Top Ten)

Originally released: 1986

Clockwork plastic toy dinosaurs might seem like weird things to base a strategy game on but don't hold that against this superb slice of software. Two opposing forces of *Zoids* (red and blue) are going at it hammer and tongs, fighting for control of a dwindling supply of minerals. You must marshal your small *Zoid* force so that it can withstand the fearsome onslaught of Red-Horn's bunch. For once someone took a chance and tried to do something a little different with a licence – and it works.

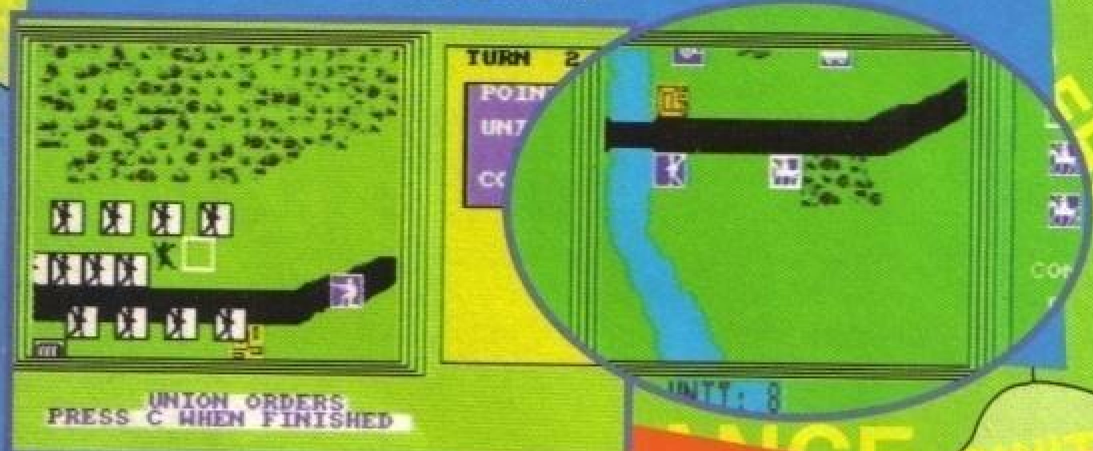
Generally available.



JOHNNY REB 2 (*Lothlorien*)

Originally released: 1986

In a spooky art-imitates-the-FA Cup kind of way the North and South (of America, that is) are locked a hostile civil war. Forget all that 'brother fighting brother' and 'Red Badge of Courage' malarkey, this is a serious wargame, and so life is cheap – or at least easily re-loadable. You're the general who's charged with winning each battle by deciding where each unit should move and who they should shoot at. Best played against a friend, it's a fast wargame that really makes you feel good about sending thousands to their death. **Generally available.**



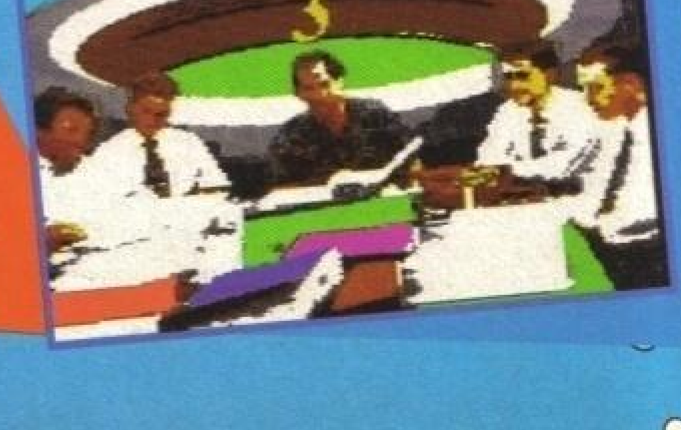
FOOTBALL MANAGER 3

(Addictive)

Originally released: 1993

Controlling a footie club is no breeze – just ask Messers Clough and Venables! *Football Manager 3* gives you all the power and responsibility but takes away the painful repercussions of unemployment (and being publicly humiliated in the tabloids). Awaiting your every whim, word and wondrous decision is an ailing third division footie club. All you have to do is win the Premier League. Easy really! Neat icon controls and good match info make this one a must for a serious power freaks!

Generally available.

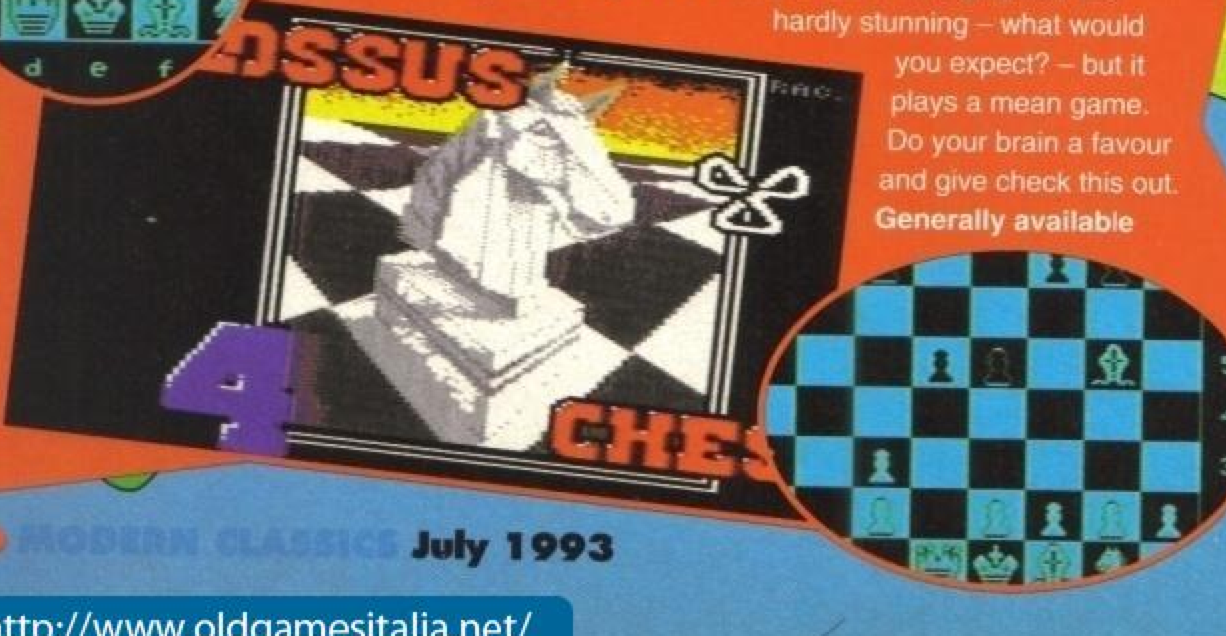


COLOSSUS CHESS 4 (CDS)

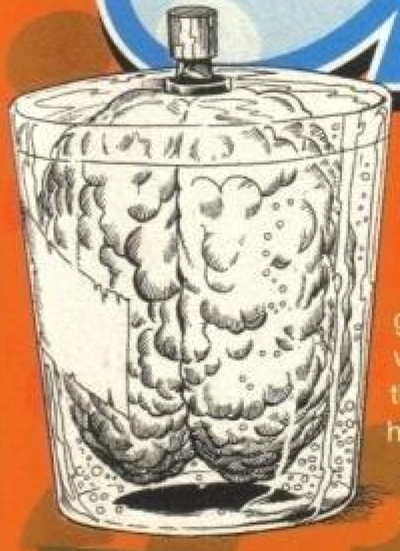
Originally released: 1987

Well it's Chess, it's colossal and it's the fourth in the series. There's not really a lot more you can say than that. It's the classic strategic board game bought to life on your C64. The graphics are hardly stunning – what would you expect? – but it plays a mean game. Do your brain a favour and give check this out.

Generally available



MODERN CLASSICS ODDITIES



THE MIGHTY BRAIN (*CF*1-NOW)

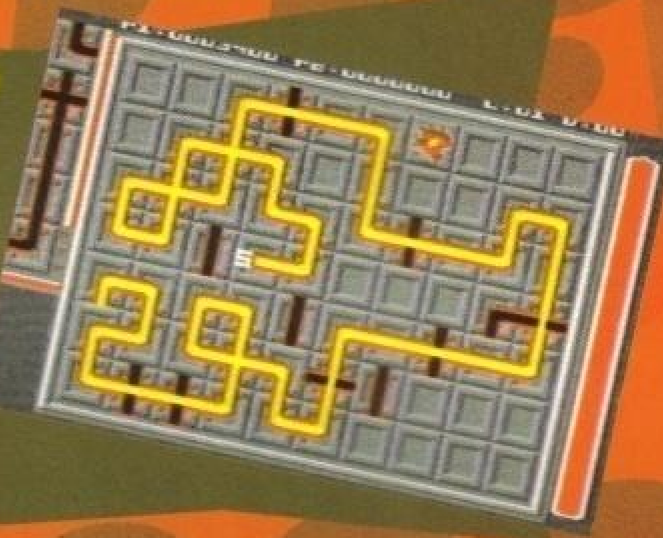
Typical. I get to do the leftovers, the games that don't fit into any other categories. This is the way I always get treated by that irksome Webb fellow. I was going to use a bit of telepathic manipulation on him, but when I thought about it, there are some mighty fine games that cry out to be recommended but aren't, well, pigeon-hole-able. So yes, I will host this section, but still under protest – it's the principle of the matter that counts. Besides telepathy requires your 'victim' to have a brain!

PIPEMANIA (Touchdown)

Originally released: 1989

Long before Mario became an international superstar computer plumbing was championed by this Corker of a puzzler. You try to keep the ever-advancing ooze flowing by placing oddly-shaped, randomly-selected pieces of pipe on a grid. Fast, furious and frustrating it's the puzzle game that even non-puzzle fans love.

Generally available

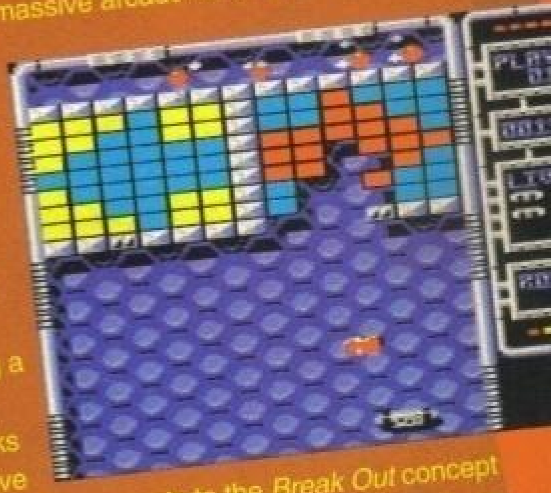


ARKANOID (The Hit Squad)

Originally released: 1986

Back in 1986 Taito took one of the most ancient arcade games formats, *Break Out*, spruced it up a bit, called it *Arkanoid* and had a massive arcade hit on their hands. Not long after that the C64 version came out and likewise, it was hugely successful. And it's still worth searching out. The basic idea of bouncing a ball off a wall to destroy the bricks is still as addictive as ever and the enhancements to the *Break Out* concept – pick-ups giving you double-width bats, extra lives, laser fire and other goodies – make it double plus good.

Available from Wizard Games and Software City

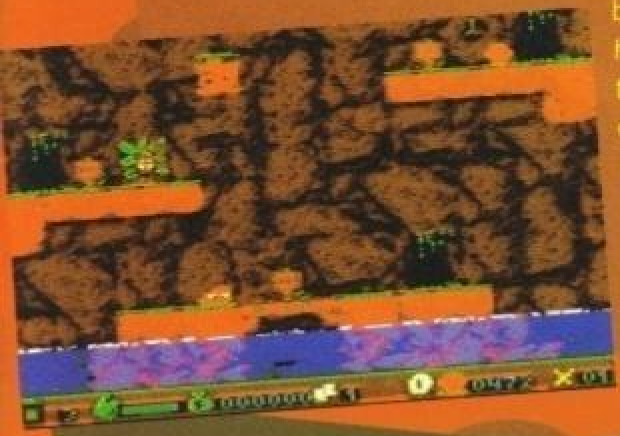


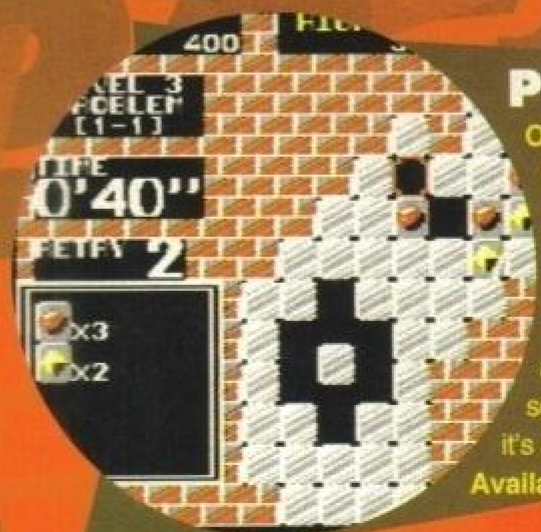
UGH! (Global Software)

Originally released: 1992

Not so much a case of *Ugh!* as Ooh! About as historically inaccurate as you can get with a little caveman in a bamboo-constructed taxi-helicopter who has to pick up fares and deliver them. A sure and precise touch is the key to success in this one.

Available from Software City





PUZZNIC (Ocean)

Originally released: 1990

Of Ocean's pair of P-prefaced puzzle games that came in 1990, *Puzznic* left *Plotting* pottering around in the realms of also-rans. It's gritted-teeth-inducing gameplay involved getting similarly-marked blocks to collide with each othe and vanish before the screen filled up. Okay it sounds like *Tetris*, and it is similar, but we reckon it's a lot more fun, and certainly better-looking.

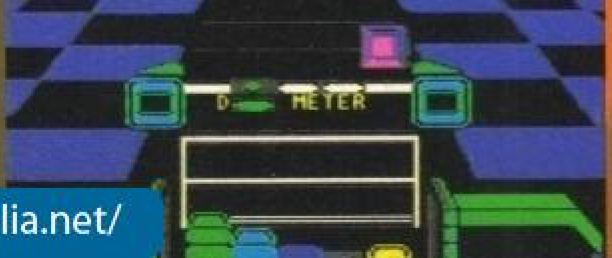
Available from Amma Software and Wizard Game

KLAX (Tengen/Domark)

Originally released: 1990

The big publicity hoo-hah about this concerned the fact that it was supposed to be the first ever game that was released on home computer and into the arcades on the same day. Guess what? The computer version was a tad late. But it was worth the wait. Blocks roll along conveyor belt towards you and you have to catch them on a paddle and deposit them in the grid in the hope of making point-scoring lines. Okay, it's another *Tetris* variant, but the variations make for a refreshingly original slant on the genre.

Available from



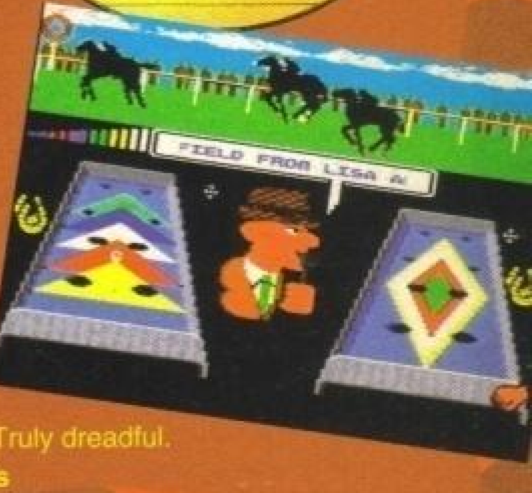
It's a Croaker!

KENTUCKY RACING

(Alternative)

A fairground sideshow sim which has less point to its existence than the zip on Trenton's wallet. Basically by throwing balls into high-scoring holes you move a horse along a track. It's got a two-player mode, but you'd be hard pressed to find anyone dim enough to join you in a game. Truly dreadful.

Available from Wizard Games



WHAT YOU CAN GET AND WHERE YOU CAN GET IT

If it's a C64 game and it's still on sale, then it'll be in the CF mega-list of over 1,000 C64 games currently available.

A Dark Sky Over Paradise (The Guild)	P/T/D
Ace 2 (Encore)	Amma/T • C:Supreme Challenge
Ace/Ace 2 (Elite)	E/T
Acrojet (Kixx)	G/T
Action Fighter (Kixx)	Amma/T •P/D
Action Pack (Comp)	Amma/T
Action Service (Fun Factory)	E/T
Addams Family (Ocean)	G/T • P/T/D
Addicta Pack Comp	Amma/T
Advanced Dungeons And Dragons (SSI)	Wizard/T
Advanced Fruit Machine (CodeMasters)	E/T
Advanced Pinball Simulator (CodeMasters)	E/T/D
Advanced Rugby Simulator (CodeMasters)	E/T
Advanced Ski Simulator (CodeMasters)	E/T
Adventure In Time And Space (The Guild)	P/T
Afterburner (Hit Squad)	Amma/T • P/T
Agent Orange (Grandslam)	G/T • C: Grand Stand Collection
Air/Sea Supremacy Comp (UBI)	City/T
Airborne Ranger (Kixx)	Amma/T
Airwolf (Elite)	E/T/D
Airwolf 2 (Elite)	E/T/D • Amma/T
Alcazar (Tronix)	E/T
Alien Storm (US Gold)	Wizard/T
Aliens - US (Alternative)	E/T
All American Basketball (Zeppelin)	P/T
Alleykat (Hewson)	Wizard/T • C: Heatwave
Altered Beast (Hit Squad)	Amma/T • P/T
Alternative World Games (Gremlin)	CF27/T
Amazing Spiderman (Empire)	Wizard/T
Amazon (The Guild)	P/T/D
American 3D Pool (Zeppelin)	G/T • P/T
American Football (Grandslam)	P/T • C:Grandslam Collection
American Tag Team Wrestling (Zeppelin)	G/T • P/T
Ancipital (Llamasoft)	CF21/T
Andy Capp (Alternative)	E/T
Ant Attack (Grandslam)	CF20/T
Antiriad (Hi-TEC)	E/T
APB (Hit Squad)	Amma/T • P/T
Aqua Blasta (CF)	CF19/T
Arac (Addicyive)	CF34/T
Arcade Flight (CodeMasters)E/T •	P/T • C: Smash 16
Arcade Fruit Machine (Zeppelin)	Amma/T • P/T
Arcade Trivia Quiz (Zeppelin)	P/T
Arkanoid (Hit Squad)	City/T • P/T
Arkanoid 2 (Hit Squad)	G/T • P/T
Armalyte (Kixx)	City/T • P/T
Armourdillo (CodeMasters)	E/T
Army Moves (Alternative)	E/T • Wizard/T • C: Ginormous Pack
Arnie (Zeppelin)	G/T • P/T
Arnie 2 (Zeppelin)	City/T • P/T
Arnold The Adventurer (The Guild)	P/TD
Assault Course (Fun Factory)	E/T
ATA (PD)	CF33/T
Atalan (The Guild)	P/T/D
Atom Ant (Hi-TEC)	E/T
Atomino (Psygnosis)	Wizard/T • P/T
Attack of the Mutant Camels (Lamasoft)	CF19/T
ATV Simulator (CodeMasters)	E/T
Auf Wiedershen Monty (Kixx)	P/T • C: Multimix 5
Auggie Doggie and Doggie Daddy (Hi-Tec)	Wizard/T
Australian Rules Football (Alternative)	E/T • City/T • P/T • C: 4 Most Balls Boots And Brains
Auto Test	Amma/T
Axiens (Alternative)	City/T • C: Classic Arcadia
Baal (Psygnosis)	P/T/D
Badlands (Hit Squad)	G/T • P/T • C:TNT2
Ball Blaster (Zeppelin)	Wizard/T • P/T
Ballistix (Psygnosis)	P/T/D
Bangers And Mash (Alternative)	G/T • P/T
Barbarian (Kixx)	P/T/D
Barbarian 2 (Kixx)	Amma/T • P/T • C: Julian Rignall Top 10
BAT (UBI Soft)	Wizard/D
Batman Caped Crusader (Hit Squad)	Amma/T • P/T
Batman The Movie (Hit Squad)	Amma/T • P/T
Battle Chess (Electronic Arts)	City/D
Battle Command (Ocean)	City/Cart • P/D/Cart
Battle Ships (Encore)	CF29/T
Battleships (Elite)	E/T/D
Batty (Elite)	E/T
Beach Head (Kixx)	P/T • C: Multimix 2
Beach Head 2 (Kixx)	P/T • C: Multimix 2
Beyond The Ice Palace (Elite)	E/T/D
Biff (Beyond Belief)	E/T • City/T • P/T
Big Nose (CodeMasters)	E/T
Big Trouble In Little China (Alternative)	E/T • Wizard/T
Bigfoot (CodeMasters)	E/T/D • G/T • P/T • C: Quattro Megastars
Bionic Commando (Kixx)	P/T • C: Multimix 3
Bionic Ninja (Zeppelin)	E/T • Wizard/T • P/T
Bismark	Amma/T
Black Hornet (Hi-Tec)	Amma/T
Black Jack Academy (Software Business)	E/D
Black Thunder (Grandslam)	P/T • C: Grandslam Collection
Blazing Thunder (Hi-TEC)	E/T
Blinky's Scary School (Zeppelin)	E/T/D • P/T
Blood Money (Psygnosis)	Amma/T • P/T/D
Blue Baron (Zeppelin)	Wizard/T • P/T
Blue Thunder (Elite)	E/T
BMX Freestyle (CodeMasters)	E/T
BMX Kidz (Firebird)	Wizard/T • C: Ginormous Pack
BMX Ninja (Alternative)	E/T
BMX Simulator (CodeMasters)	E/T
BMX Simulator 2 (CodeMasters)	E/T
Bod Squad (Zeppelin)	G/T • P/T
Bomber (CF)	CF26/T
Bombfusion (Tronix)	E/T
Bombjack (Elite)	E/T/D
Bombjack 2 (Elite)	E/T/D
Bonanza Brothers (US Gold)	Wizard/T
Bored Of The Rings (The Guild)	P/T/D
Boulderdash (Prism)	E/T
Boulderdash 2 (Prism)	E/T
Boulderdash Construction Kit (Software Business)	E/T/D
Bouncing Heads (Zeppelin)	Wizard/T • P
Bounty Hunter (The Guild)	P/T/D
Boxing Manager (D&H)	E/T
Bubble Bobble (Hit Squad)	G/T • P/T
Bubble Dizzy (CodeMasters)	G/T • P/T
Buggy Boy (Elite)	E/T/D
Bully's Sporting Darts (Alternative)	G/T • P/T
Bump Set Spike	Wizard/T
Cabal (Hit Squad)	Wizard/T • P/T
California Games (Kixx)	P/T • C: Fun Force 3
Captain Blood (Fun Factory)	E/T
Captain Dynamo (CodeMasters)	E/T • G/T
Captain Fizz (Psygnosis)	Wizard/T • P/D
Carnage (Zeppelin)	G/T • P/T
Carrier Command (Rainbird)	City/T •C: Air/Sea Supremacy
Cartoon Collection (CodeMasters)	P/T
Case Of The Mixed Up Shymer (The Guild)	P/T/D
Castle Master (Hit Squad)	G/T • P/T• C: Virtual Worlds
Cauldron 1&2 (Hi-TEC)	E/T
Cauldron 2 (Silverbird)	Amma/T • CF31/T • C: Julian Rignall Top 10
Cavemania (Atlantis)	E/T/D • Amma/T
Championship 3D Snooker (Zeppelin)	P/T
Championship Baseball (Alternative)	E/T
Championship Basketball (Alternative)	City/T • P/T • C: 4 Most World Sports
Championship Jetski (CodeMasters)	E/T
Championship Sprint (Alternative)	E/T • Wizard/T • C: 4 Most Super Sports
Championship Wrestling (Kixx)	Amma/T • P/T
Chart Attack Comp (Gremlin)	G/T
Chase HQ (Hit Squad)	Amma/T • P/T
Chase HQ 2 (Ocean)	G/Cart
Chubby Gristle (Grandslam Video)	E/T • P/T • C: Grandslam Collection
Chuckie Egg 1 (Pick And Choose)	G/T
Chuckie Egg 2 (Pick And Choose)	G/T
Circus Attractions (Rainbow Arts)	E/D
Cisco Heat (Image Works)	G/T/D
CJ in The USA (CodeMasters)	G/T
CJ's Elephant Antics (CodeMasters)	E/T • G/T • P/T • C: Quattro Megastars
Classic Arcadia (Alternative)	E/T • City/T • P
Classic Arcadia 2 (Alternative)	E/T
Classic Arcadia 2 Comp (Alternative)	G/T • P/D
Classic Arcadia 3 Comp (Alternative)	G/T
Classic Punter (GTI Software)	E/T
Classic Punter (GTI Software)	E/T
Cloud Kingdoms (Logotron)	Amma/T • C: Chart Attack
Cluedo (Lesiure Genius)	Wizard/D
Cobra (Hit Squad)	Amma/T • P/T
Cobra Force (Fun Factory)	E/T
Colossus 4 Bridge (CDS)	E/T/D • G/T
Colossus 4 Chess (CDS)	E/T/D • G/T/D
Combat Lynx (Elite)	E/T • Wizard/T
Combat School (Hit Squad)	G/T • P/T
Combat Zone (Alternative)	E/T • Wizard/T • C: Ginormous Pack
Commando (Elite)	E/T/D • Wizard/D
Confusion (Alternative)	E/T
Confusion (Alternative)	G/T • C: 4 Most Toppers
Continental Circus (Tronix)	E/T/D • G/D • C: Grandstand Collection
Cool Croc Twins (Arcade Masters)	City/T
Cool World (Ocean)	G/T • P/T/D
Core (Grandslam)	P/T • C: Grandslam Collection
Corya The Warrior Sage Part 1 (The Guild)	CF32/T
Corya The Warrior Sage Part 2 (The Guild)	CF33/T
Corya The Warrior Sage Part 3 (The Guild)	CF34/T
Cosmic Causeway (Gremlin)	Wizard/T/D • CF26/T
Cosmic Pirate (Byte Back)	E/T
Cosmonaut (CodeMasters)	E/T
Count Duckula (Alternative)	E/T • G/T • P/T
Count Duckula 2 (Alternative)	Amma/T • P/T
County Cricket	City/T
Cover Girl Poker (Emotional Pictures)	Wizard/D
Cowboy Kidz (Byte Back)	E/T
Crack Up (Atlantis)	E/T
Crackdown (Kixx)	Amma/T • P/T
Crazy Cars (Ocean)	E/T • Amma/T • P/T
Crazy Erbert (Alternative)	City/T • C: Classic Arcadia 2
Creatures (Thalamus)	G/T • P/T • C: The Hits 2
Creatures 2 (Thalamus)	G/T/D • P/T/D
Cricket Captain (Hi-TEC)	E/T • G/T
Cricket Crazy (Alternative)	E/T
Cricket International (Alternative)	E/T • Wizard/T • C: 4 Most Super Sports
Cricket Master (Challenge)	E/T • Amma/T
Cross Fire (Atlantis)	E/T
Crystal Kingdom Dizzy (CodeMasters)	G/T • P/T
Cue Boy (CodeMasters)	P/T • C: Super Sports Challenge
Cup Football (D&H)	E/T
Cursed Be The City (The Guild)	P/T/D
Cyberball (Hit Squad)	G/T • P/T
Daily Double Horse Racing (CDS)	E/T/D • City/T/D
Dalek Attack (Alternative)	City/T • P/T
Daley Thompson's Decathlon (Hit Squad)	Amma/T • P/T
Daley Thompson's Olympic Challenge (Hit Squad)	P/T
Daley Thompson's Supertest (Hit Squad)	E/T • G/T
Daley Thomson's Decathlon (Ocean)	E/T
Dan Dare (Virgin)	Amma/T • C: Julian Rignall Top 10
Dan Dare 2 (Tronix)	E/T • Wizard/T
Dan Dare 3 • (Virgin)	Wizard/T/D
Dance Of The Vampires (The Guild)	P/T/D
Dandy (Alternative)	E/T
Danger! Adventurer At Work (The Guild)	P/T/D
Danger! Adventurer At Work 2 (The Guild)	P/T
Dark Empire (Grandslam)	P/T • C: Grandslam Collection
Darkman (Hit Squad)	G/T • P/T
Days Of Thunder (Mindscape)	E/T/D
Dead End (The Guild)	P/T/D
Dead Or Alive	Wizard/T • C: Ginormous Pack
Deadly Evil (Fun Factory)	E/T
Deep Strike (Elite)	E/T
Deepstrike (Encore)	Wizard/T
Delcom (Grandslam)	P/T • C: Grandslam Collection
Deflector (Gremlin)	Wizard/T/D • CF27/T
Delta (Thalamus/Kixx)	G/T • P/T • C: Julian Rignall Top 10
Demingo (The Guild)	P/T/D
Demon Blue (Flair)	P/T
Devastating Blow (Beyond Belief)	E/T • G/T • P/T
Dick Tracy (Empire)	Wizard/D
Die Hard 2 (Grandslam)	Amma/T • P/T
Dizzy (CodeMasters)	E/T/D • G/T • P/T • C: Dizzy Collection
Dizzy Collection Comp (CodeMasters)	City/T • P
Dizzy Dice (Fun Factory)	E/T/D
Dizzy Down The Rapids (CodeMasters)	E/T • G/T • P/T • C: Dizzy Collection
Dizzy Panic (CodeMasters)	G/T • C: Dizzy's Excellent Adventures
Dizzy Prince Of The Yolk Folk (CodeMasters)	G/T • C: Dizzy's Excellent Adventures
Dizzy Spellbound (CodeMasters)	Amma/T
Dizzy's Excellent Adventures Comp (CodeMasters)	City/T • P/T
DJ Puff (CodeMasters)	Amma/T
Doc Croc's Excellent Adventure (Zeppelin)	G/T • P/T
Domes Of Sha (The Guild)	P/T/D
Double Dare (Alternative)	City/T • P/T
Double Dragon (Mastertronic)	E/T • Amma/T • C: Ninja Collection
Double Dragon 2 (Tronix)	E/T • G/T
Draconus (Zeppelin)	E/T
Dragon Ninja (Hit Squad)	Amma/T • C: Ninja Collection
Dragon Spirit (Hit Squad)	G/T • P/T
Dragons Of Flame (Kixx)	Amma/T • P/T
Dream Team (Comp) (Ocean)	City/T • P/T/D
Driller (Hit Squad)	G/T •C: Julian Rignall Top 10
E Motion (US Gold)	Wizard/T
Eagles Nest (Fun Factory)	E/T/D
Edd The Duck (Zeppelin)	E/T/D • G/T/D • P/T
Election (Virgin)	Wizard/T
Eliminator (21st Century)	E/T/D
Elite (Firebird)	Amma/T • C: Supreme Challenge
Elven Warrior (Fun Factory)	E/T
Elvira 2 (Flair)	P/T
Elvira Mistress Of The Dark (Flair)	P/D
Elvira The Arcade Game (Flair)	Wizard/T • P/T
Emlyn Hughes Arcade Quiz (Audiogenic)	Wizard/T • C: Loopz Collection
Emlyn Hughes International Soccer (Audiogenic)	G/T
Empire Strikes Back (Hit Squad)	Wizard/T • P/T
Enduro Racer (Hit Squad)	Amma/T • P/T
Endzone (Alternative)	E/T
England (Grandslam)	Wizard/T • P/T
Escape From Singes Castle (Encore)	Wizard/D
Escape From the Planet Of The Robot Monsters	Amma/T • P/T • C: TNT2
Escape To Freedom (The Guild)	P/T/D
Espionage (Grandslam)	P/T • C: Grandslam Collection
Eswat (US Gold)	G/T
Euro Boss (Challenge)	E/T • G/T • C: Soccer 6
European Champions (Idea)	City/T • C: Soccer 6
European Soccer Challenge (Fun Factory)	E/T/D
European Superleague 2 (CDS)	Wizard/T
Evil Crown (Grandslam)	P/T • C: Grandslam Collection
Exile (Audiogenic)	City/T
Exolon (21st Century)	E/T • Wizard/T
Exploding Wall (Byte Back)	E/T
Exterminator (Audiogenic)	Amma/T
F1 Tornado (Zeppelin)	E/T/D • G/T/D • P/T
F14 Tomcat (Activision)	Wizard/T
F15 Strike Eagle (Kixx)	G/T • P/T • C: Air/Sea Supremacy
F16 Combat Pilot (Digital Integration)	G/T/D
FA Cup (Virgin)	Wizard/T
Fabled Treasure Of Koosar (The Guild)	P/T/D
Fallen Angel (Alternative)	E/T • Wizard/T
Famous Five (Enigma)	CF24/T
Fantastic Soccer (Zeppelin)	E/T • Wizard/T • P/T
Fantasy World Dizzy (CodeMasters)	E/T • G/T • P/T • C: Dizzy Collection
Fast Food (CodeMasters)	E/T • G/T • P/T •C: Dizzy Collection
Fifth Gear (Hewson)	Wizard/T • CF28/T
Fighting Warrior (Tronix)	E/T
Final Blow (Storm)	Wizard/D
Final Fight (Kixx)	P/T • C: Super Fighter
Final Whistle (Anco)	Wizard/T
Firelord (21st Century)	E/T/D • Wizard/T • C: Heatwave
Fireman Sam (Alternative)	G/T • P/T
Firepower (Software Business)	E/T/D
First Past The Post (D&H)	E/T
First Samurai (UBI Soft)	G/T/D
First Strike (Elite)	CF28/T
Fist 2 (Melborne House)	Amma/T
Fist Fighter (Zeppelin)	City/T • P/T
Flight Pack Compilation	Amma/T
Flimbo's Quest (Kixx)	G/T • P/T
Flintstones (Grandslam)	P/T • C: Grandslam Collection
Football Frenzy (Alternative)	E/T
Football Manager (Addictive)	E/T • G/T • C: Soccer Spectacular
Football Manager 2 (Addictive)	E/T/D • Amma/T
Football Manager 3 (Addictive)	G/T/D
Football Manager World Cup (Addictive)	E/T/D • Amma/T
Footballer of the Year (Kixx)	P/T
Footballer Of The Year 2 (Gremlin)	E/T/D • Amma/T
Forgotten Worlds (Kixx)	P/T
Formula 1 Simulator (Mastertronic)	Wizard/T
Frank Bruno WC Boxing (Elite)	E/T/D
Frankenstein (Zeppelin)	P/T
Frankenstein Jnr (CodeMasters)	E/T • P/T • C: Smash 16
Freddy Hardest (Alternative)	E/T
Frightmare (Alternative)	E/T
Fruit Machine (Zeppelin)	E/T/D
Fruit Machine 2 (Zeppelin)	E/T
Fun Force Three (Comp) (Kixx)	P/T
Fury (Alternative)	City/T • C: 4 Most Thrillers
Future Bike Simulator (Hi-TEC)	E/T

FREE, GRATIS, FOR NOTHING

If you've tried everywhere and no one seems to have heard of that game you desperately want, then we have the answer. Starting next month we'll be running free reader ads in the mag. Turn to this month's TMB (page 29) for more details.

IT'S THE KEY-TYPE THING

E	Available from EDOS
P	Available from the publisher
C	Available on a compilation (followed by the name of the relevant compilation)
Amma	Available from Amma Software
Wizard	Available from Wizard Games
City	Available from Software City
Direct	Available from Direct Software
G	Generally available from most mail order companies
/T	Available on cassette (well, we've already used C for compilations) from that supplier
/D	Available on disk from that supplier
/Cart	Available on cart from that supplier

PIRATES OFF THE STARBOARD BOW, SIR

If you're ever offered illegal software make a mental note of who offered it, where and when. When you get home contact The Federation Against Software Theft (FAST) at 2 Lake End Court, Taplow, Maidenhead, Berkshire SL6 0JQ ☎ 0628 660377.

Future Knight (Gremlin)	Wizard/D
G-Loc (US Gold)	G/T
Galactic Games (Alternative)	E/T
Game Over (Alternative)	E/T • Wizard/T • C: Ginormous Pack
Game Over 2 (Alternative)	E/T • Wizard/T • P/T
Games Winter Edition (Kixx)	P/T
Garrison (Rainbow Arts)	E/T
Gary Lineker Hot Shots (Kixx)	P/T • C: Lineker Collection
Gary Lineker Soccer (Kixx)	P/T
Gauntlet (Kixx)	P/T/D • C: Multimix 4
Gauntlet 2 (Kixx)	P/T • C: Multimix 4
Gauntlet The Deeper Dungeons (Kixx)	P/T • C: Multimix 4
Gazza's Super Soccer (Domark)	G/D • P/D • C: Grand Stand Collection
Gemini Wing (Mastertronic)	Direct/T
Ghost Hunters (CodeMasters)	E/T •P/T • C: Smash 16
Ghostbusters (Activision)	Wizard/T
Ghostbusters 2 (Hit Squad)	P/T
Ghosts'n'Goblins (Elite)	E/T/D
Ghouls'n'Ghosts (Kixx)	Amma/T • P/T/D • C: Chart Attack
Gilbert The Alien (Alternative)	E/T
Ginormous Collection (Comp) (Alternative)	P/T
Gladiators (Alternative)	G/T
Glider Rider (Grandslam Video)	E/T • P/T • C: Grandslam Collection
Globetrotter (Atlantis)	E/T
Go For Gold (Kixx)	P/T/D
Golden Axe (Tronix)	G/T
Graeme Souness Soccer Manager (Zeppelin)	E/T
Graham Gooch (Alternative)	E/T • G/T • P/T
Grand Monster Slam (Rainbow Arts)	E/D
Grand Prix 2 (CodeMasters)	E/T
Grand Prix Simulator (CodeMasters)	E/T
Grandmaster Chess (Alternative)	E/T
Grandslam Collection (Grandslam)	P/T/D
Grandstand Collection (Domark)	Amma/D
Graeme Souness International Soccer (Zeppelin)	Amma/T • P/T
Graeme Souness Soccer Manager (Zeppelin)	E/T • G/T • P/T
Great Escape (Hit Squad)	E/T • Wizard/T • C: Hollywood Collection
Great Gurianos (Elite)	E/T
Grebit (Alternative)	City/T • C: Classic Arcadia 2
Green Beret (Hit Squad)	Wizard/T • P/T
Grid Iron 2 (Alternative)	E/T • G/T • P/T • C: 4 Most World Sports
Gryphon (Grandslam)	P/T • C: Grandslam Collection
Gryzor (Hit Squad)	P/T
Guardian 2 (Hi-tec)	E/T • Amma/T • C: Julian Rignall Top 10
Guardian Angel (CodeMasters)	E/T • P/T • C: Smash 16
Gun Boat (Accolade)	Wizard/T • C: Ginormous Pack
Gun Boat (Alternative)	E/T
Gunfighter (Atlantis)	E/T
Gunship (Kixx)	G/T • C: Air/Sea Supremacy
Hampstead (Melborne House)	Wizard/T
Harboro (The Guild)	P/T/D
Hard Drivin' (Hit Squad)	P/T
Havoc (Fun Factory)	E/T
Hawk Eye (Kixx)	P/T
Head Coach (Prism)	E/T
Head Over Heels (Hit Squad)	E/T • P/T
Head Start (Grandslam)	P/T • C: Grandslam Collection
Heatseeker (Thalamus)	City/T • C: The Hits 2
Heatwave (Hewson)	Wizard/T
Hellfire Attack (Alternative)	E/T
Helter Skelter (Audiogenic)	E/T/D • Wizard/T • C: Loopz Collection
Hercules (Byte Back)	E/T
Herobotix (Rack-it)	Wizard/T • CF29/T
Heroes Of The Lance (Kixx)	P/T
HeroQuest (GBH)	G/T/D
Hideous (Alternative)	City/T • P/T
Highway Encounter (Gremlin)	CF29/T
Hit Pack (Comp) (Zeppelin)	Amma/T
Hit Pack 1 (Comp) (Zeppelin)	Amma/T
Hit Pack 2 (Comp) (Zeppelin)	Amma/T • P/T
Hit Pack 3 (Comp) (Zeppelin)	Amma/T • P/T
Hit Pack 5 (Comp) (Zeppelin)	P/T
Hits (Comp) (Thalamus)	P/T/D
Hits 2 (Comp) (Thalamus)	City/T • P/T
Hobgoblin (Atlantis)	E/T/D
Hollywood Collection (Comp) (Ocean)	Wizard/T • P/T/D
Hong Kong Phooey (Hi-TEC)	E/T
Hook (Ocean)	G/T • P/T/D
Hotel Hell (The Guild)	P/T/D
Hover Bover (Llamasoft)	CF22/T
Howard The Duck (Alternative)	E/T
Hudson Hawk (Hit Squad)	G/T • P/T/D
Hunt For Red October 2 (Grandslam)	Amma/T
Hunters Moon (Kixx)	P/T
Huxley Pig (Alternative)	E/T • P/T
Hydra (Domark)	G/T • C: TNT2
Hypersports (Hit Squad)	Amma/T • P/T
Hysteria (Alternative)	E/T • City/T • C: 4 Most Big Hits
I Dare You (The Guild)	P/T/D
Ice Hockey (Prism)	G/T/D
Ice Temple (CDS)	E/T
IK+ (Hit Squad)	P/T
Ikari Warriors (Elite)	E/T
Imagination	Wizard/T
Impact (Audiogenic)	E/T
Impossamole (Gremlin)	E/T/D • Amma/T • C: Chart Attack
Indiana Jones And The Fate Of Atlantis (US Gold)	G/T/D
Indiana Jones And The Last Crusade (Kixx)	G/T • P/T/D • C: Super Heroes
Indy Heat (Storm)	Wizard/T
International 3D Tennis (Palace)	Amma/T
International 5 -A-Side (Zeppelin)	Wizard/T • P/T
International Football (D&H)	E/T
International Ice Hockey (Zeppelin)	E/T
International Karate (System 3)	City/T
International Ninja Rabbits (Flair)	G/T • P/T
International Speedway (CodeMasters)	G/T • P/T • C: Super Sports Challenge
International Tennis (Zeppelin)	G/T • P/T
International Truck Racing (Zeppelin)	City/T • P/T
Into The Mystic (The Guild)	P/T/D
Invaders (Alternative)	City/T • C: Classic Arcadia
Invision (Prism)	Wizard/T • CF34/T
IO (Zeppelin)	P/T
ISS (Activision)	Wizard/T
Italia '90 (CodeMasters)	E/T
Italia 90 (Tronix)	City/T
Italy 1990 (Kixx)	G/T • P/T/D • C: Lineker Collection
Jack And The Beanstalk (The Guild)	P/T/D
Jack Nicklaus Golf (Hit Squad)	G/T • P/T
Jack The Nipper (Kixx)	P/T • C: Multimix 5
Jack The Nipper 2 (Kixx)	P/T • C: Multimix 5
Jahanghir Khan's World Champ Squash (Krisalis)	G/T/D
James Bond Collection (Comp) (Domark)	G/T
Jaws (Alternative)	E/T • Amma/T • P/T
Jhothamia 6 (The Guild)	P/T/D
Jimmy's Soccer Manager (Beyond Belief)	E/T • G/T • P/T
Jimmy's Super League (Beyond Belief)	G/T • P/T
Jocky Wilson's Compendium (Zeppelin)	E/T/D • G/T • P/T
Jocky Wilson's Darts Challenge (Zeppelin)	Wizard/T
Joe Blade (Fun Factory)	E/T/D
Joe Blade 2 (Fun Factory)	E/T/D
John Lowe's Ultimate Darts (Gremlin)	CF25/T
Johnny Reb (Lothlorian)	CF23/T
Jonah Barrington's Squash (New Generation)	Wizard/T
Judo Uchi Mata (Alternative)	E/T
Julian Rignall Top 10 (Comp) (Beau Jolly/Domark)	G/T
Kamikazi (CodeMasters)	P/T • C: Smash 16
Kane 2 (Tronix)	E/T
Kendo Warrior (Byte Back)	E/T
Kenny Dalglish Soccer (Zeppelin)	E/T/D • Amma/T
Kentucky Racing (Alternative)	E/T • G/T • C: 4 Most Super Sports
KGB Superspy (CodeMasters)	E/T • P/T • C: Smash 16
Kick Box Vigilante (Zeppelin)	G/T • P/T
Kick Off 2 (Anco)	Wizard/T
Kickstart 2 (Tronix)	E/T
Kids Pack (Comp) (Alternative)	P/T
Kids Pack 2 (Comp) (Alternative)	P/T
Killing Machine (Atlantis)	E/T
Klax (Hit Squad)	Direct/T • P/T
Kobyashi Naru (The Guild)	P/T/D
Kokotoni Wilf (Elite)	E/T
Konami Ping Pong (Hit Squad)	P/T
Kwik Snax (CodeMasters)	E/T/D • G/T • C: Dizzy's Excellent Adventures
LA Adventure (The Guild)	P/T/D
Land Of The Purple Sea (The Guild)	P/T/D
Las Vegas Casino (Zeppelin)	E/T/D • Wizard/T • P/T
Last Battle	Amma/T
Last Duel (Kixx)	P/T
Last Ninja (Alternative)	P/T
Last Ninja 2 (Hit Squad)	G/T • P/T • C: Super Heroes
Last Ninja 3 (Kixx)	G/T • P/T
Lazer Force (CodeMasters)	P/T • Smash 16
Lazerforce (CodeMasters)	E/T
Leaderboard (Kixx)	P/T • C: Multimix 1
Leaderboard Tournament (Kixx)	P/T • C: Multimix 1
League Challenge (Atlantis)	E/T/D
LED Storm (Kixx)	P/T
Lethal (Alternative)	E/T
Lethal Weapon (Ocean)	G/T/D • P/T/D
Licence To Kill (Hit Squad)	Amma/T • C: James Bond Collection
Lifeboat (The Guild)	P/T/D
Lifeform (The Guild)	P/T/D
Light Force (21st Century)	E/T
Lineker Collection (Comp) (Kixx)	G/T/D • P/T/D
Little Puff (CodeMasters)	E/T • G/T • C: Cartoon Collection
Live And Let Die (Elite)	E/T • Amma/T • C: James Bond Collection
Liverpool (Grandslam)	P/T/D
Loopz Collection (Comp) (Audiogenic)	G/T
Lord Of The Rings (Melborne House)	Amma/T • C: Tolkien Trilogy
Lords Of Midnight (The Beyond)	Amma/T • C: Julian Rignall Top 10
Lotus Esprit Turbo Challenge (GBH)	City/T
Lupo Alberto (Idea)	Wizard/T
Macadam Bumper (Fun Factory)	E/T
Mad Flunky (Alternative)	E/T • City/T • 4 Most Big Hits
Magic Rufus (Alternative)	G/T • P/T
Magician's Apprentice (The Guild)	P/T/D
Magicland Dizzy (CodeMasters)	E/T • G/T • C: Dizzy Collection
Majik (Tronix)	E/T
Manchester United (Krisalis)	G/T
Master Blaster (Zeppelin)	P/T
Match Of The Day (Zeppelin)	City/T
Match Of The Day 2 (Zeppelin)	Amma/T
Match Point (Hit Squad)	P/T
Matchday (Hit Squad)	P/T
Matchday 2 (Hit Squad)	P/T
Matchmaker (The Guild)	P/T/D
Matchpoint (Ocean)	E/T
Mayday Squad Heroes (Micro Value)	E/T/D • T • P
Maze Mania (Hewson)	CF20/T
McDonaldland (Virgin)	P/T
Mean Machine (CodeMasters)	E/T
Mecenary - English Version (Novagen)	E/T/D
Mega Apocolypse (Alternative)	G/T • C: 4 Most Thrillers
Mega Hot Compilation (CodeMasters)	P/T
Mega Pack (Comp)	Amma/T
Mega Sports (Comp) (US Gold)	G/T
Meganova (Alternative)	E/T
Menace (Psyclapse)	G/T
Mercs (Kixx)	Wizard/T • P/T
Merlin (The Guild)	P/T/D
Miami Dice (Grandslam)	P/T • C: Grandslam Collection
Miami Vice (Hit Squad)	Wizard/T • P/T • C: Hollywood Collection
Micro Driving (The Guild)	P/T/D
Micro Mouse (Tronix)	E/T
Microball (Alternative)	E/T • City/T • C: Classic Arcadia 3
MicroProse Gunship (MicroProse)	G/T
MicroProse Soccer (Kixx)	G/T/D • P
Midnight Resistance (Hit Squad)	G/T • P/T
MiG 29 (CodeMasters)	E/T • P/T • C: Smash 16
Mighty Bomb Jack (Elite)	Wizard/D
Mike Reid's Pop Quiz (CDS)	Wizard/T
Mikie (Hit Squad)	P/T
Million Dollar Jewel Heist (The Guild)	P/T/D
Mindtrap (Tronix)	E/T
Mini Office (Alternative)	E/T
MISL Soccer (Mindscape)	D • P
Missile (Alternative)	City/T • C: Classic Arcadia 2
Mission Omega (Grandslam)	P/T • C: Grandslam Collection
Monopoly Deluxe (Lesiure Genius)	Wizard/D
Monster Mash (CF)	CF31/T
Monte Carlo Casino (CodeMasters)	E/T
Monty Python (Virgin)	P/T
Moon Cresta (Alternative)	E/T • City/T • C: Classic Arcadia 3
Moon Shadow	Wizard/D
Moontorc (Atlantis)	E/T/D
Moonwalker (Kixx)	Amma/T • P/T
Motocross Simulator (CodeMasters)	E/T
Motorbike Madness	Wizard/T
Mountain Bike Racer	E/T • Wizard/T
Moving Target (Fun Factory)	E/T
Mr Angry (CodeMasters)	E/T
Multi-Player Soccer Manager (Cult)	T • Amma
Multimix 1 (Comp) (Kixx)	P/T
Multimix 2 (Comp) (Kixx)	P/T
Multimix 3 (Comp) (Kixx)	P/T
Multimix 4 (Comp) (Kixx)	Amma/T • P/T
Multimix 5 (Comp) (Kixx)	P/T
Muncher (Alternative)	City/T • C: Classic Arcadia
Munsters (Alternative)	E/T
Murray Mouse (CodeMasters)	E/T
Murry Mouse Super Cop (CodeMasters)	Amma/T
Mystery Indus Valley (Alternative)	E/T
Myth (Kixx)	G/T • P/T
Narc (Hit Squad)	P/T
Narco Police (GBH)	Amma/T
Navy Moves (Hit Squad)	G/T • P/T
Navy Seals (Ocean)	G/Cart
Nebulus (21st Century)	E/T • Wizard/T • C: Heatwave
Neighbours (Zeppelin)	G/T • P/T/D
Neil Android (Alternative)	E/T
Nemesis (Hit Squad)	Direct/T • P/T
Nether Earth (Grandslam)	P/T • C: Grandslam Collection
Netherworld (Hewson)	Wizard/T • C: Heatwave
New Zealand Story (Hit Squad)	G/T • P/T
Nick Faldo Plays The Open (Grandslam)	P/T • C: Grandslam Collection
Nick Faldo's Championship Golf (Grandslam)	G/T • P/T
Nightbreed (Hit Squad)	G/T • P/T
Nightfile (The Guild)	P/T/D
Nightmare (The Guild)	P/T/D
Nightmare 2 (The Guild)	P/T/D
Nightwing (The Guild)	P/T/D
Ninja Collection (Comp) (Ocean)	T/D • G • P
Ninja Commando (Zeppelin)	E/T/D • Wizard/T • P/T
Ninja Massacre (CodeMasters)	E/T • P/T • C: Smash 16
Ninja Rabbits (Flair)	P/T
Ninja Rabbits (Micro Value)	E/T/D
Ninja Warriors (Sales Curve)	E/D • Amma/T
No Limits	Wizard/T
Nobby The Aardvark (Thalamus)	P/T/D
Oil Imperium (Rainbow Arts)	E/D
Oink (Alternative)	City/T • C: 4 Most Toppers
Ollie & Lisa 3 (CodeMasters)	E/T
Olympiad Collection (Comp) (Flair)	P/T
Operation Hormuz (Alternative)	E/T
Operation Thunderbolt (Hit Squad)	Amma/T • P/T
Operation Wolf (Hit Squad)	Amma/T • P/T
Outlaw (Fun Factory)	E/T
Outrun (Kixx)	P/T • C: Fun Force 3
Outrun Europa (Kixx)	G/T • P/T
Overlander (Elite)	E/T/D
P47 Thunderbolt (Firebird)	City/T • C: Air/Sea Supremacy
Pack Of Aces	Amma/T
Pacland (Quick Silva)	G/T
Pacmania (Grandslam)	G/T
Paperboy (Encore)	E/T/D • Wizard/T
Para Academy (Zeppelin)	E/T • Wizard/T • P/T
Para Assault Course (Zeppelin)	E/T
Parallax (Hit Squad)	E/T • G/T • P/T
Passing Shot (Elite)	E/T
Pegasus Bridge (Alternative)	G/T • P/T
Periscope Up (Atlantis)	E/T
Peter Beardsley's Int Football (Grandslam)	Wizard/T • P/T • C: Grandslam Collection
Peter Shilton's Handball Maradona (Grandslam)	Wizard/T • P/T • C: Soccer Spectacular
Philas Phogg's Balloon Battles (Zeppelin)	Wizard/T • P/T
Pictionary (Hit Squad)	G/T • P/T
Pipe Mania (Touchdown)	G/T
Pirates (Hit Squad)	Wizard/T
Pitfighter (Hit Squad)	G/T • P/T/D • C: Super Fighter
Pitstop 2 (Kixx)	City/T • P/T/D
Platoon (Hit Squad)	G/T • C: Hollywood Collection
POD (Mastertronic)	Wizard/T
Poltergeist (CodeMasters)	P/T • C: Smash 16
Popeye (Alternative)	E/T • G/T • P/T • C: Popeye Collection
Popeye 2 (Alternative)	E/T • G/T • P/T • C: Popeye Collection
Popeye 3 (Alternative)	G/T • P/T • C: Popeye Collection
Popeye Collection (Comp) (Alternative)	G/T • P/T
Pusiden - Planet Eleven (Hi-TEC)	E/T
Postman Pat (Alternative)	E/T • Wizard/T • P/T • C: Postman Pat Collection
Postman Pat 2 (Alternative)	E/T • City/T • P/T • C: Postman Pat Collection
Postman Pat 3 (Alternative)	G/T • P/T • C: Postman Pat Collection
Postman Pat Collection (Comp) (Alternative)	Wizard/T • P/T
Power Drift (Hit Squad)	G/T • P/T
Power Pack (Comp)	G/T
Power Up (Ocean)	P/T/D
Powerama	Wizard/T
Predator (Hit Squad)	Wizard/T • P/T
Prince Clumsy (CodeMasters)	E/T
Prison Riot (Fun Factory)	E/T
Pro Boxing Sim (CodeMasters)	E/T/D • P/T
Pro Golf (Atlantis)	E/T/D • Wizard/T
Pro Mountain Bike (Alternative)	E/T • Wizard/T • C: Ginormous Pack
Pro Powerboat Sim (CodeMasters)	E/T
Pro Snooker (CodeMasters)	E/T
Pro Tennis (CodeMasters)	E/T
Pro Tennis Tour (Hit Squad)	G/D • P/D • C: Grand Stand Collection
Prodigy (Electric Dreams)	Wizard/T • C: Power Pack
Prohibition (Fun Factory)	E/T
Protector (Virgin)	E/T
Protium (Alternative)	E/T
Pub Games (Comp) (CodeMasters)	G/T • P/T
Puffy's Saga (Hit Squad)	Direct/T • P/T
Punch And Judy (Alternative)	E/T • Wizard/T • C: Ginormous Pack
Puzznic (Hit Squad)	G/T • P/T
Q-10 Tankbuster (Zeppelin)	Amma/T • P/T
Quartet (Hit Squad)	P/T
Quattro Adventure (Comp) (CodeMasters)	G/T • P/T
Quattro Arcade (Comp) (CodeMasters)	Amma/T • P/T
Quattro Cartoon (Comp) (CodeMasters)	City/T • P/T
Quattro Coin-Ops (Comp) (CodeMasters)	G/T
Quattro Combat (Comp) (CodeMasters)	Amma/T • P/T
Quattro Firepower (Comp) (CodeMasters)	Amma/T • P/T
Quattro Megastars (Comp) (CodeMasters)	G/T
Quattro Power (Comp) (CodeMasters)	Amma/T • P/T
Quattro Racers (Comp) (CodeMasters)	Amma/T • P/T
Quattro Skills (Comp) (CodeMasters)	Amma/T
Quattro Sports (Comp) (CodeMasters)	Amma/T • P/T
Quattro Super Hits (Comp) (CodeMasters)	Amma/T • P/T
Que Dex (Kixx)	G/T • P/T
Question Of Sport (Elite)	E/T
πr^2 (Grandslam)	P/T • C: Grandslam Collection
R-Type (Hit Squad)	City/T • P/T
Race, The (Fun Factory)	E/T
Raid (Kixx)	P/T • C: Multimix 2
Rainbow Collection (Comp) (Ocean)	P/T/D
Rainbow Islands (Hit Squad)	G/T • P/T
Rally Cross Simulator (CodeMasters)	E/T
Rally Driver	Wizard/T • C: Ginormous Pack
Rally Simulator(Zeppelin)	E/T/D • Wizard/T
Rambo (Hit Squad)	Amma/T • P/T
Rambo 2 (Hit Squad)	Wizard/T • C: Hollywood Collection
Rambo 3 (Hit Squad)	Amma/T • P/T
Rampage (Hit Squad)	P/T
Rampart (Domark)	City/T • P/T
Rana Rama (Hewson)	Wizard/T • C: Heatwave
Rastan (Hit Squad)	P/T
Raster Runner (Tronix)	E/T
RBI (Domark)	Wizard/D
RBI 2 (Hit Squad)	G/T • P/T
Re-Bounder (Gremlin)	CF30/T
Real Ghostbusters (Hit Squad)	Amma/T • P/T
Real Stunt Experts (Alternative)	E/T • Wizard/T • C: Ginormous Pack
Realm Of Darkness (The Guild)	P/T/D
Rebel (Tronix)	E/T
Reckless Rufus (Alternative)	G/T • P/T
Red Arrows	E/T • Wizard/T • C: Ginormous Pack
Red Heat (Hit Squad)	Amma/T • P/T
Red Max (CodeMasters)	E/T
Renegade (Hit Squad)	G/T • P/T
Renegade 3 (Hit Squad)	P/T
Rescue From Atlantis (Alternative)	P/T
Retrograde (Thalamus)	City/T • C: The Hits 2
Return Of The Jedi (Hit Squad)	P/T
Rick Dangerous (Kixx)	G/T • P/T/D
Rick Dangerous 2 (Kixx)	G/T • P/T/D
Rick The Roadie (Alternative)	E/T
Road Runner (Kixx)	P/D
Road Wars (Melborne House)	Wizard/D
Robin Hood Legend Quest (CodeMasters)	G/T • P/T
Robocod (Kixx)	City/T • P/T/D
Robocop (Hit Squad)	G/T • P/T
Robocop 3 (Ocean)	G/Cart • P/Cart
Rocket Ranger (Mirrorsoft)	Wizard/D
Rockford (MAD)	Wizard/D
Rocky Horror Show (Alternative)	E/T
Rodeo Games (Flair)	P/T
Rodland (Kixx)	Wizard/D • P
Rogue Trooper (Krisalis)	Wizard/D
Rolling Ronny (Virgin)	G/T/D
Romulus (Grandslam)	P/T • C: Grandslam Collection
Roulette Simulator (Byte Back)	E/T
Round The Bend (Zeppelin)	E/T
Ruff And Reddy (Hi-TEC)	E/T
Rugby Boss (Alternative)	E/T • Wizard/T • C: Ginormous Pack
Rugby World Cup (Domark)	T/D • G • P
Run For Gold	E/T •Wizard/T • C: Ginormous Pack
Run The Gauntlet (Hit Squad)	P/T
Running Man (Grandslam Video)	E/D
Saboteur (Elite)	E/T
Sailing (Activision)	Wizard/T
Salamander (Hit Squad)	Direct/T • P/T
Sam Fox Strip Poker (Alternative)	E/T •G/T
Santa's Xmas Capers (Zeppelin)	P/T
SAS Combat Simulator (CodeMasters)	E/T • P/T • C: Smash 16
Scare Bear (Alternative)	E/T
Scooby-Doo (Elite)	E/T/D
Scorpion (Rack-it)	Wizard/T
Scrabble (Lesiure Genius)	Wizard/D
Scramble Spirits (Grandslam)	Amma/T • P/T • C: Grandslam Collection
SDI (Hit Squad)	Wizard/T • P/T
Se-Kaa of Assiah (The Guild)	P/T/D
Secret Diary Of Adrian Mole (Alternative)	E/T
Security Alert (Firstar)	G/T/D
Sentinel (Firebird)	Amma/T • C: Supreme Challenge
Sergeant Seymour Robocop (CodeMasters)	Amma/T • P/T • C: Superstar Seymour
Seymour Goes To Hollywood (CodeMasters)	E/T • Amma/T • P/T • C: Cartoon Collection
Seymour Stuntman (CodeMasters)	Amma/T • P/T • C: Superstar Seymour
Shadow Dancer (Kixx)	G/T • P/T/D
Shadow Of The Beast (Ocean)	Direct/Cart • P/Cart
Shadow Warriors (Hit Squad)	G/T • P/T • C: Ninja Collection
Shadows Of Mordor (Melborne House)	Amma/T • C: Tolkien Trilogy
Shaolin's Road (Hit Squad)	P/T
Shards Of Inovar (The Guild)	P/T/D
Shark (Fun Factory)	E/T
She Vampires (Alternative)	E/T
Sheep in Space (Llamasoft)	CF19/T
Shell Shock (CF)	CF4/T
Sherlock Holmes (16 Blitz)	Wizard/T
Shinobi (Mastertronic)	City/T
Short Circuit (Hit Squad)	P/T
Side View Module for Basketball (Mindscape)	D • P
Sidewinder 2 (Melborne House)	Wizard/T
Silent Service (Kixx)	G/T • P/T • C: Air/Sea Supremacy
Silkworm (Tronix)	E/T/D • Wizard/T
Simpsons (Ocean)	G/T • P/T/D • C: The Dream Team
Skate Wars (Hit Squad)	G/T • P/T
Skateboard (CodeMasters)	E/T
Skatin' USA (Atlantis)	E/T/D
Skooldaze (Alternative)	E/T • City/T • C: 4 Most Big Hits
Skull And Crossbones (Hit Squad)	Amma/T • P/T • C: TNT2
Sky High Stuntman (CodeMasters)	E/T
Skyhigh Stuntman (CodeMasters)	G/T • P/T • C: Smash 16
Slapfight (Hit Squad)	P/T
Slayer (Prism)	Wizard/T • CF30/T
Sleep Walker (Zeppelin)	P/T
Sleepwalker (Ocean)	G/T/D
Slicks (CodeMasters)	P/T • C: Super Sports Challenge
Slightly Magic (CodeMasters)	Amma/T • P/T • C: Cartoon Collection
Sly Spy (Hit Squad)	P/T
Smash 16 (Comp) (CodeMasters)	Amma/T • P/T
Smash TV (Hit Squad)	G/T • P/T/D
Smashed (Alternative)	E/T
Snare (Beyond Belief)	Wizard/T • P/T
Snowball In Hell (Atlantis)	E/T • Wizard/T
Soccer 6 (CodeMasters)	City/T
Soccer 7 (D&H)	E/T
Soccer Boss (Alternative)	E/T • Wizard/T • C: Ginormous Pack
Soccer Challenge (Alternative)	City/T • P/T • C:4 Most Balls Boots And Brains
Soccer Director (GTI Software)	E/T
Soccer Double (Challenge)	E/T • Amma/T
Soccer Double 2 (Challenge)	E/T
Soccer Double 3	G/T
Soccer Pinball (CodeMasters)	E/T
Soccer Rivals	Amma/T
Soccer Spectacular (Comp)	Wizard/T
Soccer Supremo	Wizard/T • C: Soccer Spectacular
Software House (D&H)	E/T
Solo Flight (Kixx)	Amma/T • P/T
Sooty And Sweep (Alternative)	E/T • G/T • P/T
Souls Of Darkon (Grandslam)	P/T • C: Grandslam Collection
Southern Belle (Hewson)	CF21/T
Space Ace (Fun Factory)	E/T
Space Crusade (Gremlin)	G/T/D
Space Gun (Hit Squad)	G/T • P/T/D
Space Harrier (Elite)	E/T/D
Space Harrier 2 (Grandslam)	Wizard/T
Space Rider (Hi-TEC)	E/T
Spaghetti Western Sim (Zeppelin)	E/T/D • Wizard/T • P/T

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Speedking (Digital Integration)	Wizard/T
Speedzone (Mastertronic)	Wizard/T
Spellbound Dizzy (CodeMasters)	Amma/T • P/T • C: Dizzy's Excellent Adventures
Spellfire The Sorcerer (CodeMasters)	E/T
Spherical (Rainbow Arts)	E/D
Spike In Transylvania (CodeMasters)	E/T • Amma/T • P/T • C: Cartoon Collection
Spindizzy (Alternative)	E/T • G/T • C: 4 Most Toppers
Spitfire (Elite)	E/T
Spitfire 40 (Alternative)	E/T • G/T
Spitting Image (Hit Squad)	P/T
Splat (Alternative)	E/T • City/T • C: 4 Most Thrillers
Split Personalities (Domark)	Amma/T • C: Julian Rignall Top 10
Spooked (Fun Factory)	E/T
Spooky Castle (Atlantis)	E/T/D
Sporting Triangles (CDS)	Amma/T
Sports (Zeppelin)	P/T
Sports Collection (Comp) (Ocean)	P/T/D
Sports Mix (Comp)	Amma/T
Sports Pack Compilation (Comp)	*Amma/T*
Sports/Skill Pack (Comp)	Amma/T
Spot (Leisure Genius)	Wizard/D
Spy Vs Spy (Software Business)	E/T/D
Spy Vs Spy 2 (Software Business)	E/T/D
Spy Vs Spy 3 (Software Business)	E/T/D
Spy Who Loved Me (Domark)	G/T • C: James Bond Collection
St Dragon (Kixx)	Amma/T • P/T
St Jives (The Guild)	P/T/D
Stack Up (Zeppelin)	E/T • Amma/T • P
Star Glider (Starbird)	Amma/T • C: Supreme Challenge
Star Pack (Comp)	Amma/T
Star Raiders 2 (Alternative)	City/T • C: Classic Arcadia 3
Star Wars (Hit Squad)	P/T
Steel (Rack-It)	Wizard/T • CF32/T
Steg The Slug (CodeMasters)	E/T • Amma/T
Steve Davis Snooker (CDS)	E/T/D
Steve Davis Snooker (CDS)	G/T/D
Stieger	Amma/T
Stowaway (The Guild)	P/T/D
Street Cred Boxing (Fun Factory)	E/T
Street Cred Football (Fun Factory)	E/T
Street Fighter (Kixx)	G/T/D • P/T/D • C: Multimix 3
Street Fighter 2 (US Gold)	G/T/D
Strider (Kixx)	Amma/T • P/T
Strider 2 (Kixx)	G/T • P/T
Strike Force Cobra (Alternative)	E/T • Wizard/T • C: Ginormous Pack
Strike Force Harrier (Mirrorsoft)	Amma/T
Strip Poker (Anco)	Wizard/T
STUN Runner (Hit Squad)	G/T • P/T • C: TNT 2
Stunt Car Racer (Kixx)	G/T • P/T/D
Stuntman Seymour (CodeMasters)	City/T
Subterranea (Rack-It)	Wizard/T • CF31/T
Subway Vigilante (Fun Factory)	E/T
Summer Camp (Thalamus/Kixx)	G/T • P/T • C: The Hits 2
Summer Games (Kixx)	Wizard/T • P/T/D • C: Mega Sports
Summer Games 2 (US Gold)	Wizard/T • C: Mega Sports
Summer Olympiad (Micro Value)	E/D
Super All Stars (CodeMasters)	G/T • P/T
Super Cycle (Kixx)	P/D
Super Fighter (Ocean) (compilation)	City/T • P/T/D
Super G Man (CodeMasters)	E/T • P/T • C: Smash 16
Super Hang On (Hit Squad)	P/T
Super Hero (CodeMasters)	E/T
Super League (Fun Factory)	E/T
Super League Soccer (Impressions)	E/T/D
Super Monaco GP (Kixx)	G/T • P/T/D
Super Off Road (Tronix)	E/T • G/T • P/T
Super Robin Hood (CodeMasters)	E/T • P/T • C: Smash 16
Super Scramble Simulator (Kixx)	P/T
Super Seymour Saves The Planet (CodeMasters)	P/T • C: Superstar Seymour
Super Ski (Microids)	E/T/D
Super Snake	Amma/T
Super Space Invaders (Domark)	G/T • P/T
Super Sports Challenge (CodeMasters)	G/T • P/T
Super Sprint (Hit Squad)	P/T
Super Stock Car	Wizard/T
Super Stunt Man (CodeMasters)	E/T
Super Trux (Elite)	E/T/D
Supercars (GBH)	G/T • C: Chart Attack
Superhero (CodeMasters)	P/T • C: Smash 16
Superheroes (Comp) (Domark)	Wizard/T
Superkid (Atlantis)	E/T/D
Superkid In Space (Atlantis)	E/T/D
Supernudge 2000	G/T
Superskills (Kixx)	P/T • C: Lineker Collection
Superstar Seymour (Comp) (CodeMasters)	G/T • P/T
Superstar Soccer (Kixx)	P/T • C: Lineker Collection
Supertank Simulator (CodeMasters)	E/T
Superted (Alternative)	G/T • P/T
Supreme Challenge (Comp)	G/T
Survivors (Atlantis)	E/T
Sweep	Wizard/T
Switch Blade (Gremlin)	City/T
SWIV (Kixx)	G/T • P/T
Swords And Sorcery (Alternative)	P/T
Syntax (CDS)	E/T
System 8 (CDS)	E/T
T-Bird (Tronix)	E/T
T-Pac	Amma/T
Table Tennis (Zeppelin)	Amma/T • P/T
Tai Chi Tortoise (Zeppelin)	G/T • P/T
Target Renegade (Hit Squad)	G/T • P/T
Tarzan (Alternative)	E/T • City/T • C: 4 Most Toppers
Tarzan Goes Ape (CodeMasters)	Amma/T
Task Force (Fun Factory)	E/T
Tearaway Thomas	City/T
Techno Cop (Kixx)	P/T
Telly 90 (Virgin)	P/T
Terminator 2 (Hit Squad)	G/T • P/T/D • C: The Dream Team
Terra Cognita (CodeMasters)	E/T • P/T • C: Smash 16
Terra Cresta	Wizard/T
Terrafighter (Zeppelin)	P/T
Terramex (Grandslam Video)	E/T • P/T • C: Grandslam Collection
Test Drive 2 – The Duel (Hit Squad)	G/T • P/T
Test Master	Amma/T
Tetris (Infogrames)	G/T • C: Supreme Challenge
The Amulet (The Guild)	P/T/D
The Black Knight (The Guild)	P/T/D
The Challenge (The Guild)	P/T/D
The Cornwall Enigma (The Guild)	P/T/D
The Crypt	Amma/T • C: Virtual Worlds
The Cup (The Guild)	P/T/D
The Dare (The Guild)	P/T/D
The Darkest Road (The Guild)	P/T/D
The Double (Alternative)	G/T • P/T • C: 4 Most Balls Boots And Brains
The Extricator (The Guild)	P/T/D
The Flintstones (Grandslam Video)	E/T/D
The Footballer (D&H)	E/T
The Forgotten Past (The Guild)	P/T/D
The Games Summer Edition (Kixx)	Wizard/T • C: Mega Sports
The Games Winter Edition (Kixx)	Wizard/T • C: Mega Sports
The Hammer Of Grimmold (The Guild)	P/T/D
The Hobbit (Melbourne House)	Amma/T • C: Tolkien Trilogy
The Inner Lakes (The Guild)	P/T/D
The Jade Necklace (The Guild)	P/T/D
The Magus (The Guild)	P/T/D
The Menace (The Guild)	P/T/D
The Mizer (The Guild)	P/T/D
The Muncher (CF)	CF27/T
The Mutant (The Guild)	P/T/D
The Running Man (Grandslam)	P/T/D
The Scoop! (The Guild)	P/T/D
The Tube (Grandslam)	P/T • C: Grandslam Collection
The Untouchables (Hit Squad)	Amma/T • P/T
The Vindicator (Hit Squad)	Direct/T • P/T
The Wombles	Wizard/T
Theatre Europe (Alternative)	E/T
Thomas The Tank Engine (Alternative)	E/T • Amma/T • P
Through The Trapdoor (Alternative)	E/T
Thrust (Firebird)	CF32/T
Thrust 2 (Firebird)	Wizard/T • C: Power Pack
Thunder Jaws (Domark)	G/T • P/T/D
ThunderBlade (Kixx)	P/T
Thunderbolt (CodeMasters)	E/T
Thundercats (Elite)	E/T
Tiger Road (Kixx)	P/T
Time Trax (Grandslam)	P/T • C: Grandslam Collection
Titanic Blinky (Zeppelin)	E/T • Wizard/T • P/T
TNT 2 (Domark)	Amma/D • P/D
Toki (Ocean)	G/Cart • P/Cart
Tolkien Trilogy (Melbourne House)	Amma/T
Toobin (Hit Squad)	P/T
Top Gun (Hit Squad)	Wizard/T • P/T • C: Hollywood Collection
Total Eclipse (Incentive)	Amma/T • C: Virtual Worlds
Total Recall (Hit Squad)	P/T
Tournament Of Death (Fun Factory)	E/T
Toy Bizarre (Tronix)	E/T • Wizard/T
Track Suit Manager (Hi-TEC)	E/T
Trap Door (Alternative)	E/T • City/T
Trashman (Grandslam)	P/T • C: Grandslam Collection
Treasure Island Dizzy (CodeMasters)	E/T G/T • P/T • C: Dizzy Collection
Treasure Isle (The Guild)	P/T/D
Treble Champions	G/T
Treble Champions (Challenge)	E/T
Trevor Brooking	City/T • C: Soccer 6
Trivia Pac 1 (Comp) (Grandslam)	P/T • C: Grandslam Collection
Trivia Pac 2 (Comp) (Grandslam)	P/T • C: Grandslam Collection
Trivial Pursuit (Hit Squad)	G/T • P/T
Trolls (Flair)	City/T • P/T/D
Trouble At Bridgeton (The Guild)	P/T/D
Turbo Bike (Alternative)	E/T • Wizard/T • C: Ginormous Pack
Turbo Challenge	Amma/T • C: Chart Attack
Turbo Outrun (Kixx)	Amma/T • P/T
Turbo The Tortoise (CodeMasters)	G/T • P/T
Turbocharge (Kixx)	G/T • P/T
Turrican (Rainbow Arts)	E/T/D
Turrican 1 (Kixx)	G/T • P/T
Turrican 2 (Kixx)	E/T/D • G/T • P/T
Turtles 2 (The Coin Op) (Image Works)	G/T/D
Tusker (Kixx)	G/T • P/T
TV Showtime (Domark)	P/T
Twin Tiger	CF26/T
Two On Two Basketball (Alternative)	E/T
Uchi Mata Judo (Alternative)	City/T • P/T • C: 4 Most World Sports
UGH! (Global)	City/T
Ultimate Golf (Gremlin)	G/T
UN Squadron (US Gold)	Wizard/T • C: No Limits
Undercover (The Guild)	P/T/D
Uridium (21st Century)	E/T
US Basket Master (Alternative)	City/T • P/T • C: 4 Most Super Sports
Vampire (CodeMasters)	E/T
Vendetta (Kixx)	*P/T*
Venom (The Guild)	P/T/D
Vigilante (Kixx)	P/T
Vindicators (Hit Squad)	Direct/T • P/T
Virtual Worlds (Domark)	Amma/T
Vixen (Alternative)	E/T • City/T • C: 4 Most Thrillers
Viz (Virgin)	Amma/T • P/T
Wacky Darts (CodeMasters)	P/T
Wanderer 3D (Elite)	E/T
War Machine (Fun Factory)	E/T
Water Polo (Gremlin)	CF33/T
WEC Le Mans (Hit Squad)	P/T
Welltris (Infogrames)	Wizard/T
Werewolf Simulator (The Guild)	P/T/D
Werewolves Of London (Gonzo Games)	E/T/D
Wheels Of Fire	Amma/T
Who Dares 2 (Alternative)	E/T
Wild Streets (Titus)	Wizard/T
Wild West Seymour (CodeMasters)	G/T • P/T • C: Superstar Seymour
Winning Team (Domark)	P/T
Winter Camp (Thalamus)	G/T • P/T/D
Winter Games (US Gold)	Wizard/T • C: Mega Sports
Winter Olympiad (Micro Value)	E/D
Winter Supersports (Flair)	G/T • P/T/D
Witch Hunt (The Guild)	P/T/D
Wiz Biz (Alternative)	E/T
Wizard's Lair (CDS)	E/T
Wizball (Hit Squad)	E/T • Amma/T
Wombles (Alternative)	E/T
Wonder Boy (Hit Squad)	G/T • P/T
World Champions	G/T • C: Soccer Spectacular
World Champions (Challenge)	E/T
World Championship Boxing Manager (GBH)	G/T/D
World Championship Squash (Zeppelin)	City/T • P/T
World Class Leader Board (Kixx)	G/T • P/T/D • C: Multimix 1
World Class Rugby (Audiogenic)	City/T
World Cricket	G/T
World Cup Rugby (Domark)	G/T
World Games (Kixx)	P/D
World Of Soccer	G/T
World Rugby (Zeppelin)	P/T
World Series Baseball (Hit Squad)	E/T • P/T
World Soccer (Zeppelin)	E/T •Wizard/T • P/T
World Soccer League (Challenge)	E/T • City/T • C: Soccer 6
World's Greatest Baseball Game	Wizard/D
Wrestling Superstars (CodeMasters)	G/T • P/T • C: Super Sports Challenge
Wulfpack (CDS)	E/T
WWF (Hit Squad)	G/T • P/T/D • C: Super Fighter/The Dream Team
WWF European Rampage (Ocean)	G/T • P/T/D
X Terminator	Wizard/T
X-Out (Kixx)	Amma/T • P/T
X-Out (Rainbow Arts)	E/D
Xeno (Grandslam)	P/T • C: Grandslam Collection
Xenon (Sales Curve)	E/T
Xybots (Hit Squad)	G/T • P/T/D
Yabba Dabba Do (Grandslam)	P/T • C: Grandslam Collection
Yeti (Alternative)	E/T • City/T • C: 4 Most Big Hits
Yie Ar Kung Fu (Hit Squad)	P/T
Yogi's Great Escape (Hi-TEC)	E/T
Zamzara (Rack-it)	Wizard/T
Zimzalabam	Wizard/T
Zoids (Alternative)	Amma/T • P/T • C: Julian Rignall's Top 10
Zynaps (Hewson)	Wizard/T • C: Heatwave
ZZZZ (The Guild)	P/T/D
1st Division Manager (CodeMasters)	P/T • C: Super Sports Challenge
2-Hot 2-Handle (Ocean)	P/T/D
2-Player Soccer Squad	City/T
3D Pool (Kixx)	G/T • P/T
3D Snooker (3D Zeppelin)	G/T
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4 Most Super Sports (Comp) (Alternative)	City/T
4 Most Thrillers (Comp) (Alternative)	G/T
4 Most Warzone (Comp) (Alternative)	City/T
4 Most World Sports (Comp) (Alternative)	City/T • P/T
4 Soccer Simulators (CodeMasters)	E/T/D
4x4 Off-Road Racing	Wizard/D
180 Darts	Wizard/T
500cc Grand Prix (Microids)	E/T/D
720 Degrees (Kixx)	P/D
1942 (Elite)	E/T
1943 (Kixx)	P/T • C: Multimix 3

MAIL ORDER BUYING GUIDE

Thinking of buying your games through mail order? Worried about sending money for products you haven't seen? Don't panic. Follow our simple guide and you won't get caught with your pants down.

1 If you're ordering over the telephone, before you talk to the company write down the order numbers of the games that you want to buy and jot down a list of questions that you want to ask.

2 Never, ever send cash through the post. If possible use a credit card 'cos it's likely to give you some sort of insurance coverage.

3 Phone before you send off any money to confirm that the company has the stuff you want in stock.

4 When you talk to them check delivery times and charges, and ask about the company's refund policy. Also check that there's no hidden extras like VAT or postal charges.

5 Beware of any company that *always* has an answering machine connected to it phones and or that doesn't give an address in its advert.

6 Keep records of any correspondence you have with the company. Write down any information they give you over the phone and make a note of when and where you originally saw their advert.

7 If a problem does rear its head ten the first thing to do is contact the suppliers. Be calm, and explain clearly and politely what's gone wrong. Most problems you have will be simple human errors and can be sorted out there and then.

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Titus have put together a special package especially for you. If you buy the *Blues Brothers* (rrp £8.49 cass, £9.99 disk) they'll throw in a copy of *Wild Streets* absolutely free. And all for the bargain price of £5.49 (for either cassette or disk). Just cut out or photocopy this ad and send it with your order to: Titus Software, United House, North Road, London. N7 9DP.

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GAMEBUSTERS

CAULDRON 2

Power Pack 31

SCORE
MAGIC

Out of the frying pan and into the *Cauldron*.

Richard Beckett is back again, doing what he does best – solving our troublesome Power Pack games. If you'd like to succeed on this massive arcade adventure, read on. Oh, and L is go left, R is go right, U is go up and D is go down in case you were wondering. First off, start and quit the game until you're at the screen with the table and the pig's head. There are four different starting positions, but this is by far the easiest. From here: L • collect BULLETS • L • D • L • D • collect first MAGIC OBJECT • R • R • hit SWITCH to raise lift • R • R • U • L • L • L • U • R • R • R • R • climb on to higher platform • L • U • L • L • U • R • R • collect second MAGIC OBJECT • U • L • U • R • R • R • D • R • collect third MAGIC OBJECT • L • L • D • L • U • L • U • U • R • R • U • L • L • collect fourth MAGIC OBJECT • L • L • U • U • L • collect fifth MAGIC OBJECT • U • R • U • U • U • U • R • U • hit SWITCH to raise lift • U • U • U • U • U • U • collect the final!) MAGIC OBJECT • D • D • D • D • D • destroy the EVIL WITCH HAG BEAST with the magic objects to complete the game.

SNARE DEMO

Power Pack 31

As you might have predicted, here's the full solution to our mouth-watering demo, lovingly carved out of the finest Beechwood by York's very own Richard Beckett.

LEVEL 1 First, blow up the bomb behind the left skeleton (on the top row of the screen), then go to the top-left of the screen to avoid the explosion. Collect the four diamonds from the bottom-right corner, then blow up the remaining skull and avoid the explosion. Move to just above the detonator, eat the strawberry to your right, then collect the diamond from behind it. Finally, collect the remaining diamond to complete the first level.

LEVEL 2 Blow up the skull nearest to you, then run round the passage created by the skulls. When you reach the end of the passage, the blocks around the diamond will have been blown up, so collect it to complete the level.

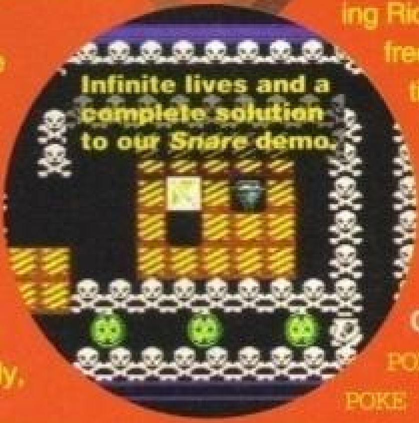
LEVEL 3 Collect the two diamonds and hit the right detonator, then go up through the gap. Collect the next two diamonds and hit the right detonator. Go up through the gap and hit the bottom-left detonator. Now collect the rest of the diamonds to (wait for it) finish the level.

LEVEL 4 Collect the right time blocks, then push a strawberry up to get to the centre section of the screen. Blow up the skull bomb to destroy the two enemies, which creates a clear path to the diamonds – collect them to complete the penultimate level.

LEVEL 5 Rather than try to discover which time blocks fill up your time, just collect the diamonds and avoid the three enemies which are released when the time runs out. And that's the demo complete!

ACTION REPLAY POKES

Here's a rather cuddly collection of Action Replay cartridge POKEs courtesy of the hard-working Richard Beckett. To use them, freeze the game (ideally on the title screen), press E to enter the pokes, then restart the game using F3.



Infinite lives and a complete solution to our *Snare* demo.

SNARE DEMO

`POKE 33752,173` – Lives

CAULDRON 2

`POKE 33012,165` – Infinite lives
`POKE 36152,255` – 255 lives
`POKE 37633,165` – High bounce
`POKE 38716,189` – Slows animation

SUBTERRANEA

`POKE 4434,181` – No enemies
`POKE 3069,200` – Turbo boost
`POKE 3069,123` – Wobble levels

ARNIE 2 DEMO

`POKE 44846,173` – Invincibility
`POKE 35860,173` – No enemies

WELL, WHAT DO YOU KNOW?

There's a much sought-after software voucher up for grabs each and every month, awarded to the sender of the finest tips, POKEs, maps, and cheats. If you'd like to win one of these vouchers, and maybe some extra goodies, send your maps, tips, solutions, POKEs and swiss rolls to: Andy Roberts' Gamebusters, *Commodore Format*, 30 Monmouth Street,

Skill, accuracy, speed, intelligence... you need all these to be a champion gamesplayer. On the other hand, you could just cheat and read Gamebusters every month instead...

REGULARS

TIP OFF 55
The pick of the hints, tips, cheats and solutions sent in by you lot.

SOS 59
You write in with gaming problems. We answer them. You look stupid. We look intelligent. What a wonderful concept.

LISTOMANIA POKERAMA 64
Er, some more listings and things.

MAPS AND SOLUTIONS

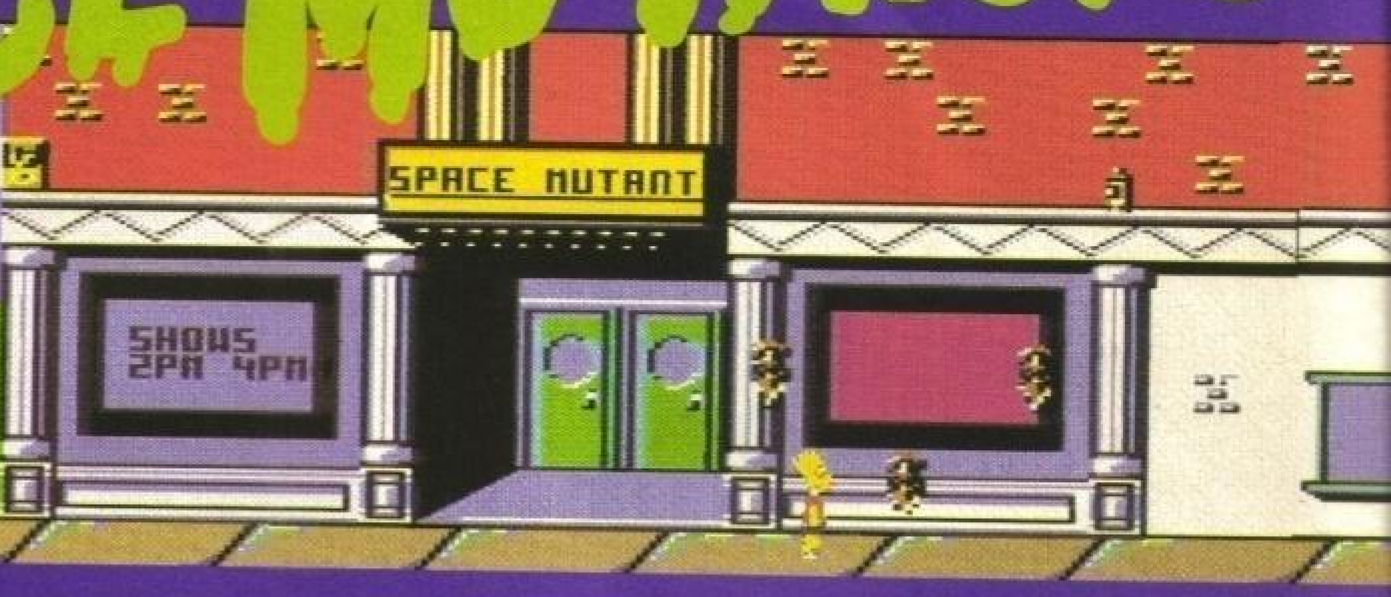
THE SIMPSONS 56
LETHAL WEAPON 60
STEEL 65

THE OTHER GAMES BUSTED THIS ISSUE...

Amazing Spiderman, The 64
APB 64
ARNIE 2 Demo 55
Avenger 64
Cauldron 2 55
Crystal Kingdom Dizzy 59
Little Computer People 64
Neil Android 59
She Vampires 59
Snare Demo 55
Spitting Image 64
Steel 59
Subterranea 55
Thrust 59
Vindicators 59
Weird Dreams 64

PART 1

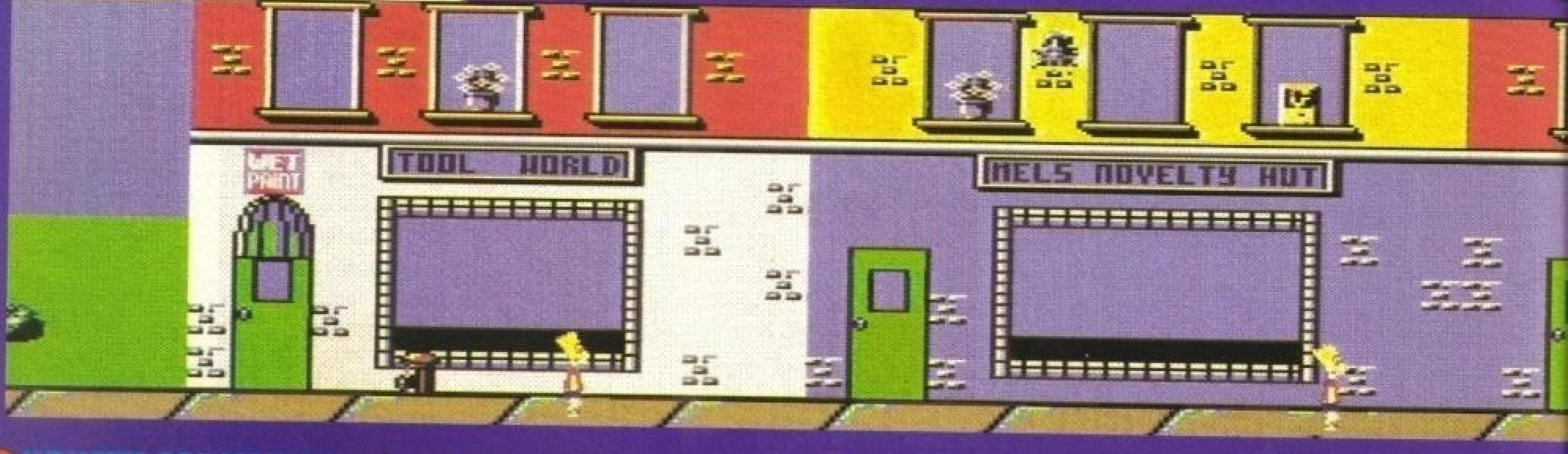
THE SIMPSONS BART VS. THE SPACE MUTANTS

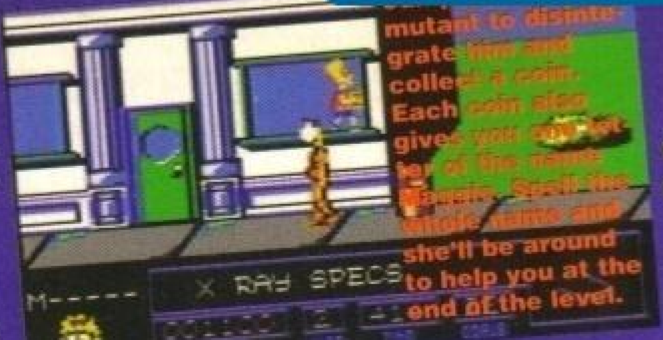


Springfield's been invaded by refugees from a 50s B-movie. Only you can save the Simpsons as we know them, and their chances of survival will improve considerably if you follow Andy Robert's complete solution.

From the start: when the mutant jumps right, jump on to the trash can jump up to collect the extra life at the top of the screen. Now head right (under the mutants) until you reach Moe's Tavern – climb up on to the left window and jump left to collect the spray can. Go back to the left and spray the first trash can, as well as the purple window on the cinema. Head right until you reach the phone booth. Jump up to it and use a coin to talk to Moe. When the conversation ends, he'll come outside – spray his purple shirt.

Using the phone booth as a step, jump up on to the washing line and walk right to knock





mutant to disintegrate him and collect a coin. Each coin also gives you one letter of the name Maggie. Spell the whole name and she'll be around to help you at the end of the level.

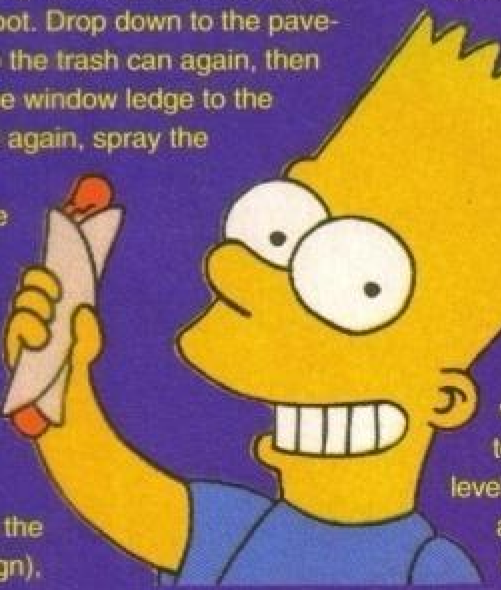
off the garments, which will cover up the purple objects underneath. Incidentally, the bush below you at this point conceals a special treat – jump up in front of it to reveal an extra life.

Head right, spray the trash can, then use it to jump up on to the window ledge. Collect the spray can, drop down, and go right. Jumping over the mutants is tricky, so take care. When you reach Tool World, go inside and buy a wrench. Leave the shop, then use the wrench on the fire hydrant – the water jet will wash away the WET PAINT sign. Oh, and don't forget to spray the fire hydrant as well.

Jump on to the window ledge, jump left on to the top of the door (which is tricky, so keep trying), jump right on to the top of the window, then jump up on to the very top window ledge. Spray the plant pot, jump right on to the next window ledge, then do a super jump to reach the first window of Mel's Novelty Hut. Spray the plant pot, jump right over the mutant, then jump right again and collect the extra life.

It's time for another super jump to leap across to the first window of the Toys'n'Stuff shop. Spray the plant pot, jump to the right, jump to the right again (over the mutant) then collect the spray can. Drop down to the pavement and go left into Mel's Novelty Hut – buy a cherry bomb (*which is a type of firework – CF's resident expert on all things US, Clur*) and six rockets. Leave the shop and head to the right, spray the trash can and then jump up to the window at the far right of Candy Dandy.

Jump left and knock over the paint can (which, handily, will cover the purple canopy), then jump left over the mutant and spray the plant pot. Drop down to the pavement, go right to the trash can again, then jump up on to the window ledge to the right. Jump right again, spray the plant pot, then drop down to the pavement. Stand on the bottom window ledge of the pet store, face right (so that Bart's head is almost touching the P of the shop sign), then fire the cherry bomb, which should, with any luck, scare away the purple bird.

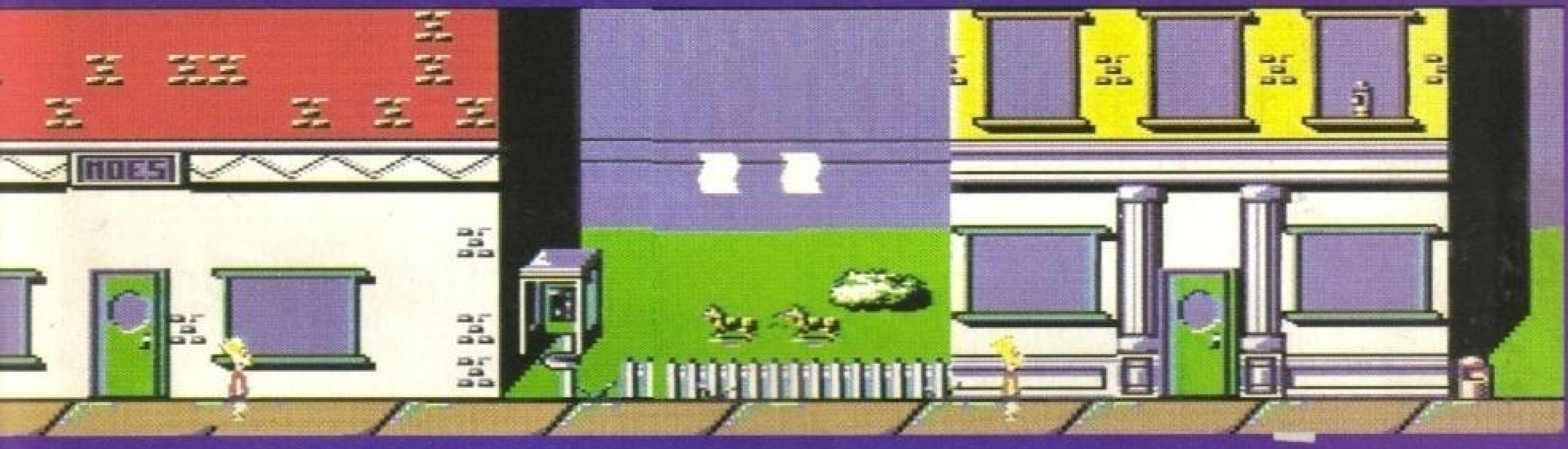


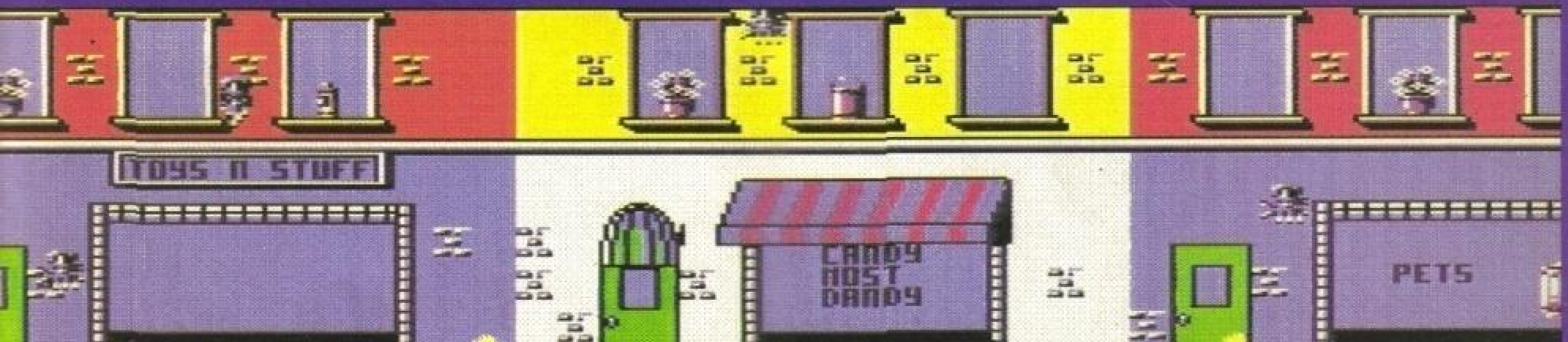
Now go right until you reach the statue. Stand one paving stone away from the base of the statue and fire a rocket to scare away the purple bird. Now head to the right, jump over the barrier, on the skateboard and prepare to jump over several sets of Scottie dogs and writhing mutants. When you reach the next barrier,jump over it to leave the skateboard section.

Go right and spray the bird bath, then continue right until you reach the Bowlarama. Sneak under the mutants and stand at the right of the building – fire a rocket towards the sign to make it red. Now head to the right, sneaking under the mutants (they're not very alert). Continue right towards the next building, run under the mutants, then face left – if you can fire a rocket to hit the centre of the yellow sign (above the doors) you'll earn an extra life.

Now go to the right and spray the next bird bath (which requires very precise timing). Continue right, dodging mutants as you encounter them. Whenever you see a purple window, fire a rocket at it (if you've followed this solution to the letter, you'll only need to shoot two of the windows).

That task complete, run to the right where Nelson's waiting. If you've managed to spell out MAGGIE during the course of the level, she'll be waiting here to help you out. Stay at the left of the screen, firing constantly at Nelson. When he fires at you, jump to avoid his bullets. When Maggie fires a bullet, jump up to head-butt it towards Nelson. Keep calm, and you'll be off to level two in no time. But that's another story which, by some strange coincidence we'll be telling you all about in issue 36 (there's the SOS Spesh – née the Sam's Corner Spesh – next month).





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SAVE OUR SPRITES

Lives are in peril! It's a dangerous situation! But don't dial 999. Send for the CF tip squad.

THE AMAZING SPIDERMAN

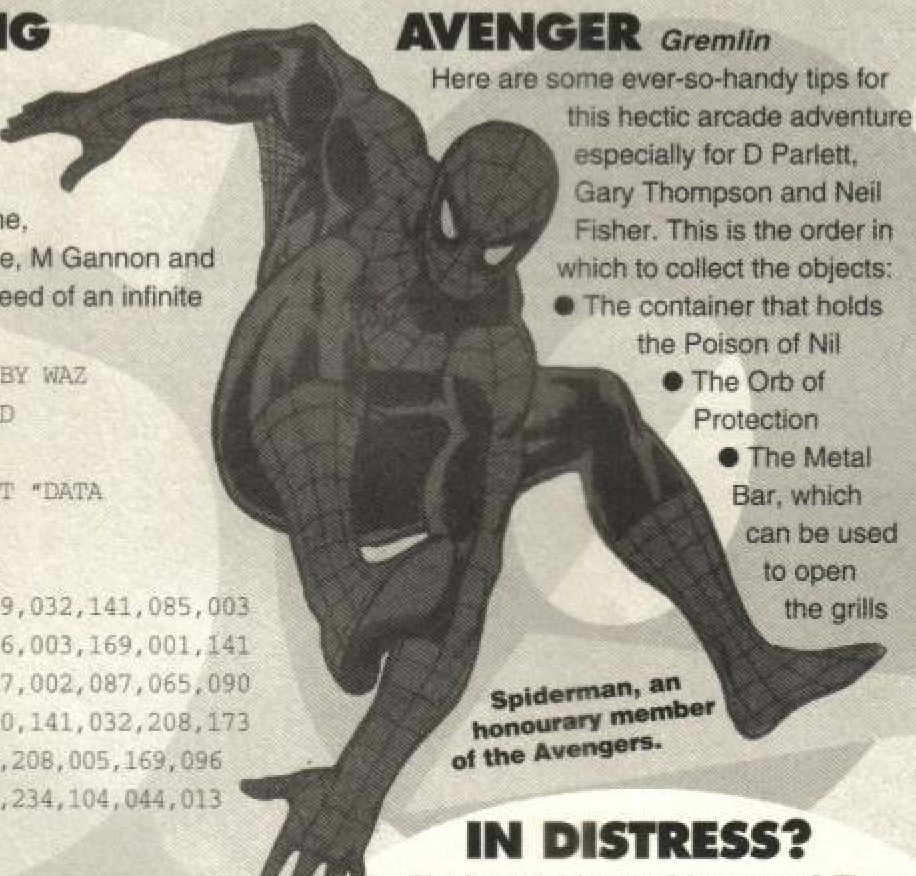
Empire

My special spider sense warns me that Adam Warne, Billy Rowbotham, T Malone, M Gannon and Alice Dockeray are all in need of an infinite energy listing.

```
0 REM SPIDERMAN CHEAT BY WAZ
1 FOR X=336 TO 385:READ
Y:C=C+Y:POKE X,Y:NEXT
2 IF C<>5569 THEN PRINT "DATA
ERROR":END
3 POKE 157,128:SYS 336
10 DATA 032,086,245,169,032,141,085,003
11 DATA 169,104,141,086,003,169,001,141
12 DATA 087,003,076,167,002,087,065,090
13 DATA 072,234,169,000,141,032,208,173
14 DATA 173,008,201,229,208,005,169,096
15 DATA 141,173,008,234,234,104,044,013
16 DATA 220,096
```

WEIRD DREAMS *Activision*

Wayne Wallwork and Darren Louth wrote in for a cheat ages ago, so it's about time we printed one. On the title screen, type DEBBIE and the music will change – you can now start the game with infinite lives. Cheers to Warren Pilkington for that little tip.



Spiderman, an honourary member of the Avengers.

AVENGER *Gremlin*

Here are some ever-so-handy tips for this hectic arcade adventure especially for D Parlett, Gary Thompson and Neil Fisher. This is the order in which to collect the objects:

- The container that holds the Poison of Nil
- The Orb of Protection
- The Metal Bar, which can be used to open the grills
- The Enchanted Rope (from the Monks).
- Now go to the grill above the sleeping Monoric, fall into the room and grab the sword.
- Find the Manse (the flashing Monk) and touch him
- Seek out the Iron Fist. Touch the man standing next to the Horse Shoe, then collect it.
- Now go and find the Scroll
- Finally you need to find the exit, which is north-east of the main entrance.
- Once you've carried out all the tasks, go to the exit where a bridge has magically appeared. Cross it to finish the game.

APB *Domark/Hit Squad*

Here's a petite listing for infinite demerits, as requested by Terry Watts, Paul Swift, Matthew Nowers and a chap called Streaky. Simply type it in, SAVE it for any subsequent use, then RUN it.

```
0 REM APB CHEAT BY WAZ
1 FOR X=528 TO 556:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>2679 THEN PRINT "DATA ERROR":END
3 POKE 157,128:SYS 528
4 DATA 169,029,141,040,003,169,002,141
5 DATA 041,003,032,086,245,169,150,141
6 DATA 027,001,169,125,141,029,001,169
7 DATA 188,141,030,001,096
```

SPITTING IMAGE *Hit Squad*

David Scoffin is nothing like the 'spitting image' of a champion gamesplayer (*mega-groan – the rest of the* CF *crew*) so he'd better try his luck with this mighty Martin Pugh listing for complete and total invincibility (*and isn't the new series downright appalling? – Ed*).

```
0 REM SPITTING CHEAT BY M PUGH
1 FOR X=517 TO 571:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>5529 THEN PRINT "DATA ERROR":END
3 POKE 157,128:SYS 517
10 DATA 169,018,141,040,003,169,002,141
11 DATA 041,003,032,086,245.169,032,141
12 DATA 178,002,169,002,141,179,002,096
13 DATA 072,077,080,169,032,141,
222,003
14 DATA 169,051,141,223,003,169,
002,141
15 DATA 224,003,032,069,003,096,
238,032
16 DATA 208,169,173,141,135,014,096
```

IN DISTRESS?

Having problems with a game? Then the *CF* life-savers are here. Jot down which game you're stuck on (along with the name of the publisher) on a postcard or sealed-down envelope and tell us what type of cheat you'd prefer. Include your name and address and post the whole lot to us at SOS, *Commodore Format*, 30 Monmouth Street, Bath, Avon, BA1 2BW.

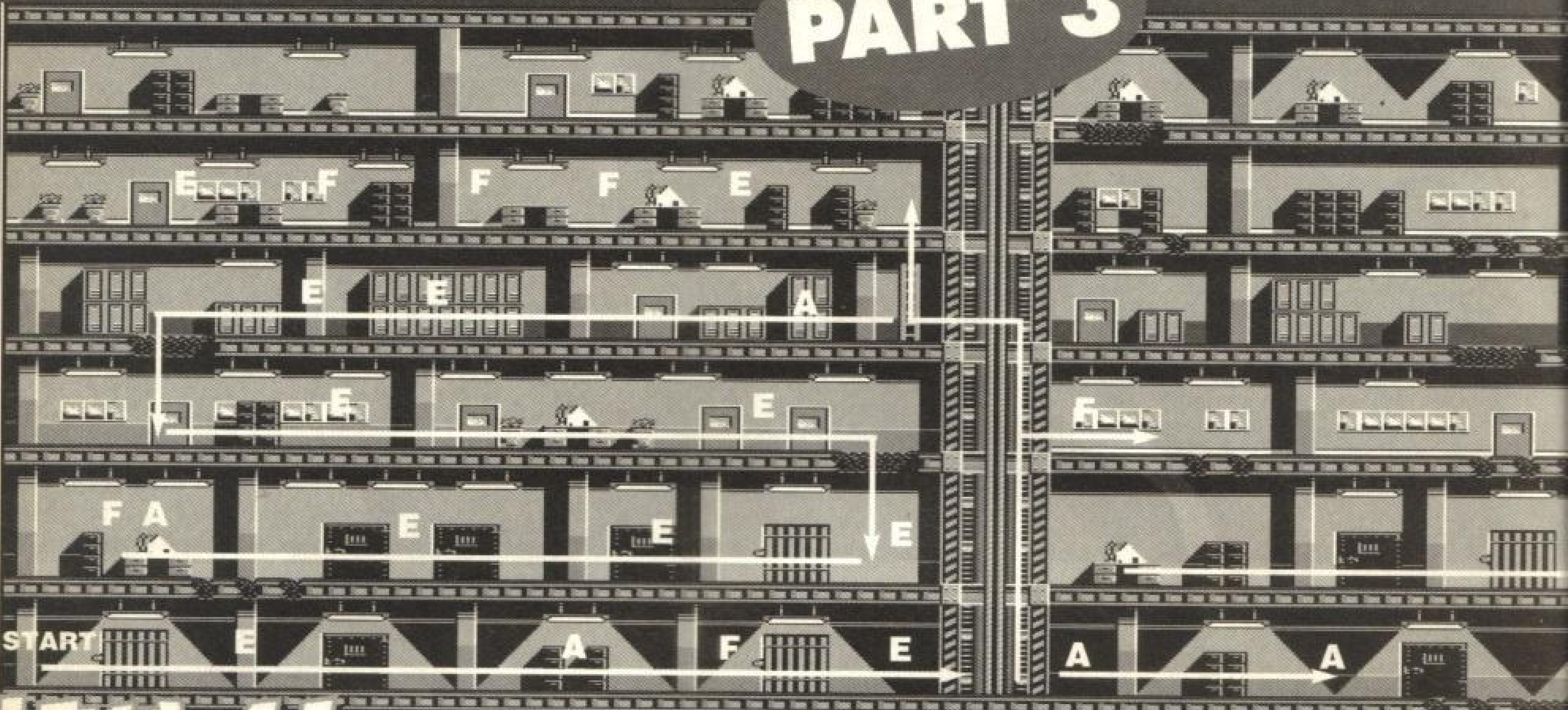
LITTLE COMPUTER PEOPLE *Activision*

If you're having a little trouble communicating with your LCP, or if you don't own a reset switch (in which case the listing in *CF*28 is a little redundant), here's the complete vocabulary list. Sorry about the Americanisms, y'all...

ADD • ADDITION • ALLERGIC • ALLERGY • ANAGRAMS • APATHETIC • APPEAR • APPEARS • ATTENTION • AWFUL • BEDROOM • BOOGIE • BORED • BOWL • BRUSH • BURN • CABINET • CAN • CARD • CARDS • CHAIR • CHILLY • CLEAN • CLOSET • COLD • COMMODORE • COMPUTER • CONFIDE • COOLER • DANCE • DISH • DIVIDE • DIVISION • DO • DOG • DRESSER • DRINK • DUST • ENJOY • EXCUSE • FEED • FEVER • FILING • FILL • FIRE • FIREPLACE • FLOSS • FLUID • FLUIDS • FREEZER • FRIDGE • FUGUE • GAME • GET • GLASS • HANGMAN • HANKY • HATE • HEAR • HELLO • HEY • HOME • HOMEWORK • HOUSE • HYGIENE • IF • IGNITE • IMBIBE • IN • INSIDE • IS • IS • IVORIES • JAZZ • KEEP • KITCHEN • LETTER • LIGHT • LIKE • LIKE • LIQUID • LIQUIDS • LISTEN • LOG • LOGON • LOOK • LOOKS • MAKE • MATH • MATTER • MESSY • MOON • MULTIPLICATION • MULTIPLY • MUSIC • MUTT • NIGHTSTAND • NOTE • ON • OPEN • OUGHT • PARDON • PERFORM • PET • PIANO • PICK • PLATTER • PLAY • PLAYING • PLEASE • POKER • POLLEN • POOCH • PROBLEM • PROBLEMS • PROGRAM • PUT • RECORD • REFRIGERATOR • RELAX • SEEM • SEEMS • SERENADE • SHOULD • SHOW • SLOPPY • SONATA • SONG • SPIN • START • STEREO • STORED • SUBTRACT • SUBTRACTION • TEETH • TELL • TICKLE • TIDY • TIRED • TROUBLES • TRY • TUNE • TURNTABLE • TV • TYPE • UNTIDY • UP • UPSTAIRS • USE • UTILITIES • WAR • WATER • WHAT • WHAT'S • WILL • WOULD • WRITE • YOU •

LETHAL WEAP

PART 3



LEVEL 4.1

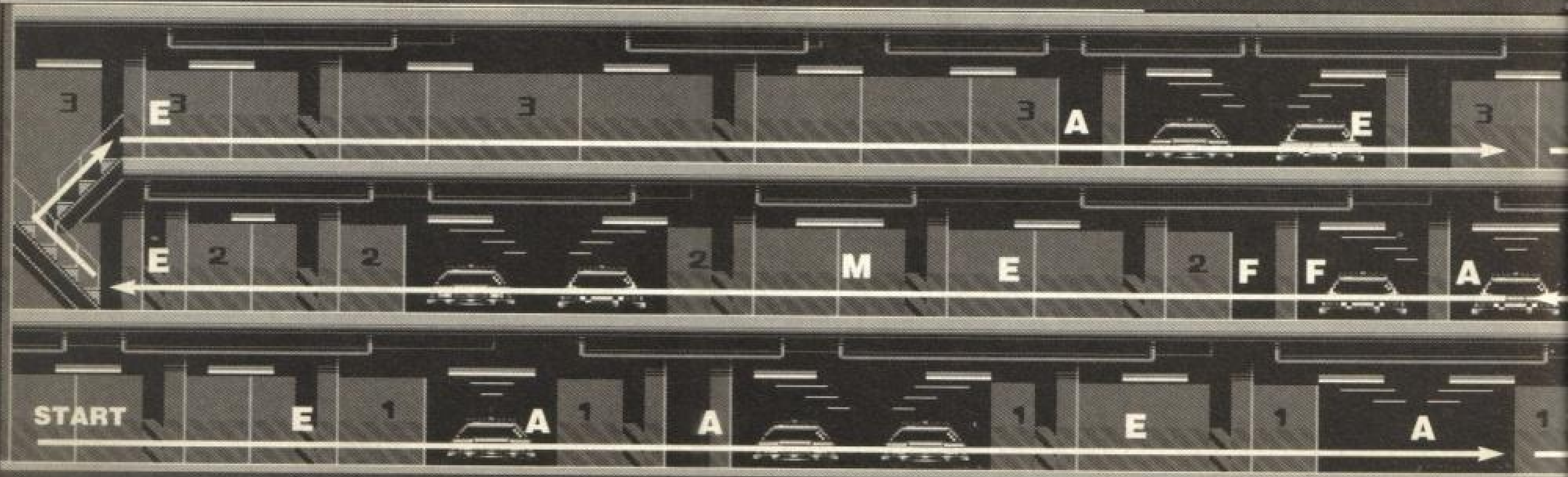
POLICE STATION

From the start: Shoot terrorist • get ENERGY • go right • shoot terrorist • collect AMMO • go right • get FIREPOWER • go right • get ENERGY • right • shoot terrorist • collect AMMO • go right • get AMMO • go left • jump up on to lift and go up to next floor • left • shoot bomber and terrorist • collect ENERGY • go left • get ENERGY • left • kill terrorist • collect ENERGY • go left • shoot bomber • left • kill bomber • jump left over gaps • collect AMMO and FIREPOWER • go right to the lift • get on lift and go up to the next floor • shoot knife thrower and terrorist to the right • collect ENERGY • get on lift and go up to next floor • up ladder to the left • kill terrorist • get ENERGY • go left • get both FIREPOWER • left • shoot terrorist • collect FIREPOWER • go left • shoot terrorist • collect ENERGY • go right to the ladder • drop down to the level below • shoot terrorist to the left • collect AMMO • go left • shoot terrorist and knife thrower • get ENERGY • left • kill knife thrower • collect ENERGY • go left • drop down gap • shoot knife thrower and terrorist to the left • shoot terrorist to the right • get ENERGY • go right • shoot knife thrower and terrorist • go right • get ENERGY • drop down gap • go right • use lift to jump across lift-shaft • go right • shoot bomber and terrorist • go right • kill bomber • right • shoot bomber • collect ENERGY • go right • shoot bomber • use lift to jump across lift-shaft • go right • shoot bomber and terrorist • right • shoot bomber • collect ENERGY • go right • kill bomber • collect AMMO and ENERGY • get on lift and get off at the floor with the ladder • up ladder • shoot terrorist opposite • get on next lift and go up to the top floor • go right • jump right across the gaps • continue right • then push up in front of the EXIT door to complete the level.

LEVEL 4.2

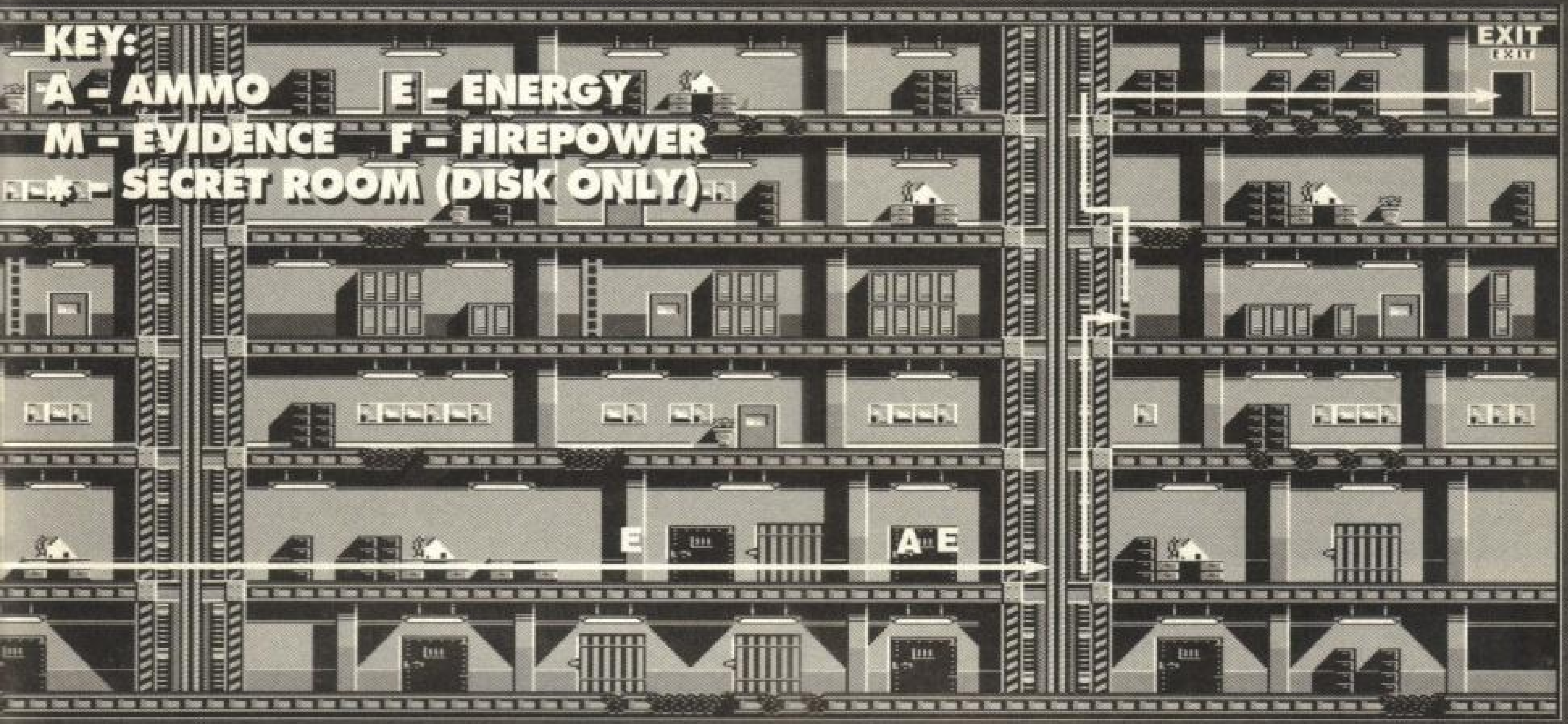
THE GARAGE

From the start: Shoot terrorist • collect ENERGY • kill terrorist • go right • shoot terrorist and knife thrower • get AMMO • go right • shoot terrorist • collect AMMO



ON - THE SOLUTION

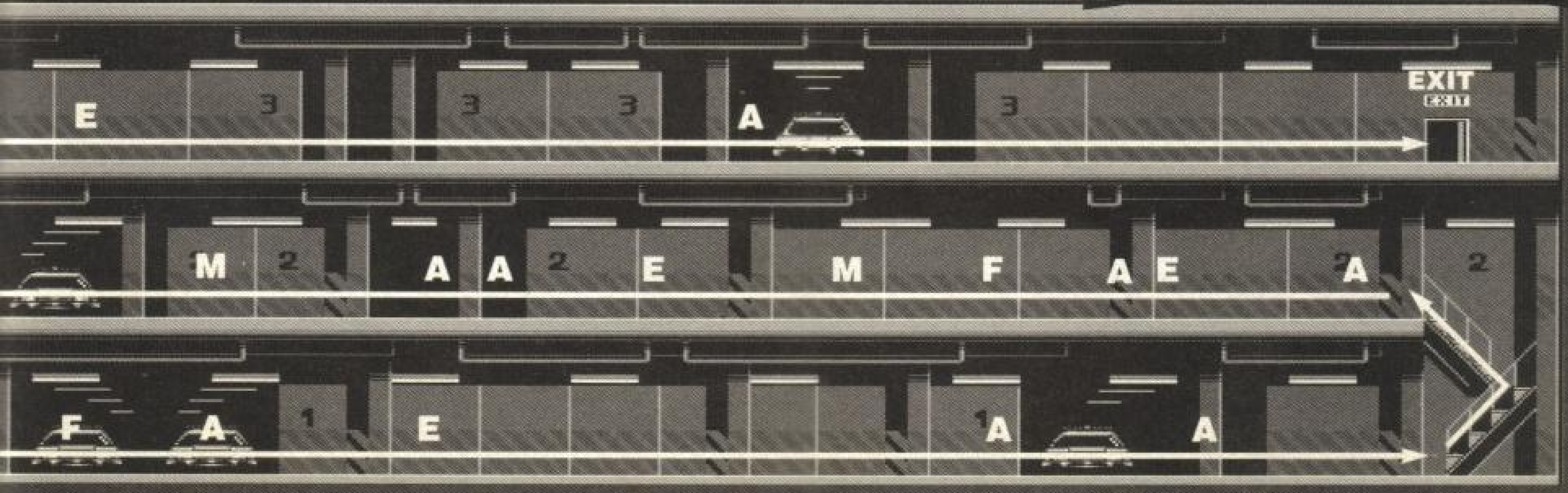
With three successful missions under his belt, Andy Roberts returns to bust open the two final levels. Isn't he brave? (No, just stupid – Ed).

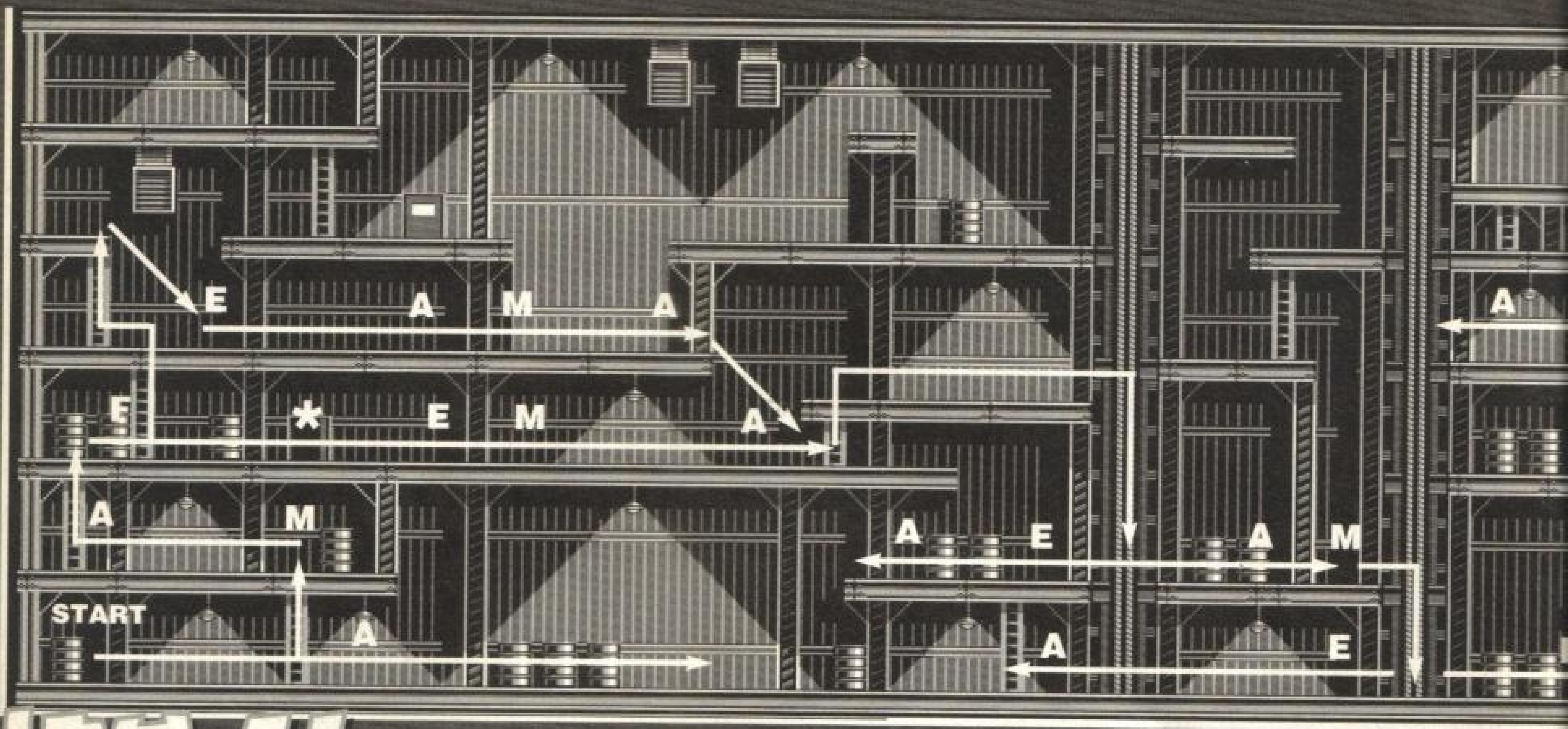


• right • shoot terrorist and knife thrower • go right • shoot terrorist • go right • collect ENERGY • kill knife thrower • go right • shoot terrorist • collect AMMO • go right • shoot knife thrower • continue right • get FIREPOWER • shoot terrorist • right • get AMMO • shoot terrorist and knife thrower • go right • collect ENERGY • shoot terrorist • go right • shoot knife thrower • right • kill terrorist • continue right • shoot knife thrower • right • collect AMMO • kill terrorist • go right • shoot knife thrower and terrorist • collect AMMO • right • up steps to next level • shoot knife thrower to the left • get AMMO • collect ENERGY • get AMMO • left • get FIREPOWER • go left • shoot terrorist • get EVIDENCE • go left • shoot knife thrower • left • shoot terrorist • get ENERGY • left • get AMMO • shoot knife thrower • get other AMMO • go left • kill terrorist • get EVIDENCE • left • kill knife thrower • shoot terrorist • collect AMMO • go left • shoot knife thrower • get FIREPOWER • left • kill terrorist • get FIREPOWER • go left • shoot knife thrower and terrorist • continue left • get ENERGY • collect EVIDENCE • kill knife thrower and terrorist • go left • kill knife thrower • go left • shoot terrorist • left • shoot knife thrower • continue left • collect ENERGY • up steps to next level • shoot terrorist • get ENERGY • go right • kill terrorist and knife thrower • right • shoot terrorist • right • kill terrorist and knife thrower • continue right • shoot terrorist • get AMMO • go right • shoot knife thrower • right • collect ENERGY • go right • shoot knife thrower and terrorist • right • kill knife thrower • get ENERGY • go right • shoot terrorist and knife thrower • continue right • shoot terrorist • right • shoot knife thrower • collect AMMO • go right to meet the fourth boss villain.

BIG BOSS BUSTING

Apart from firing bullets at you (which will pass safely over your head) this chap also drops grenades at regular intervals; these throw out shrapnel in three directions. Stay at the far left of the screen and shoot repeatedly to dispose of him. When he's dead, go right and push up in front of the EXIT door to complete the level.

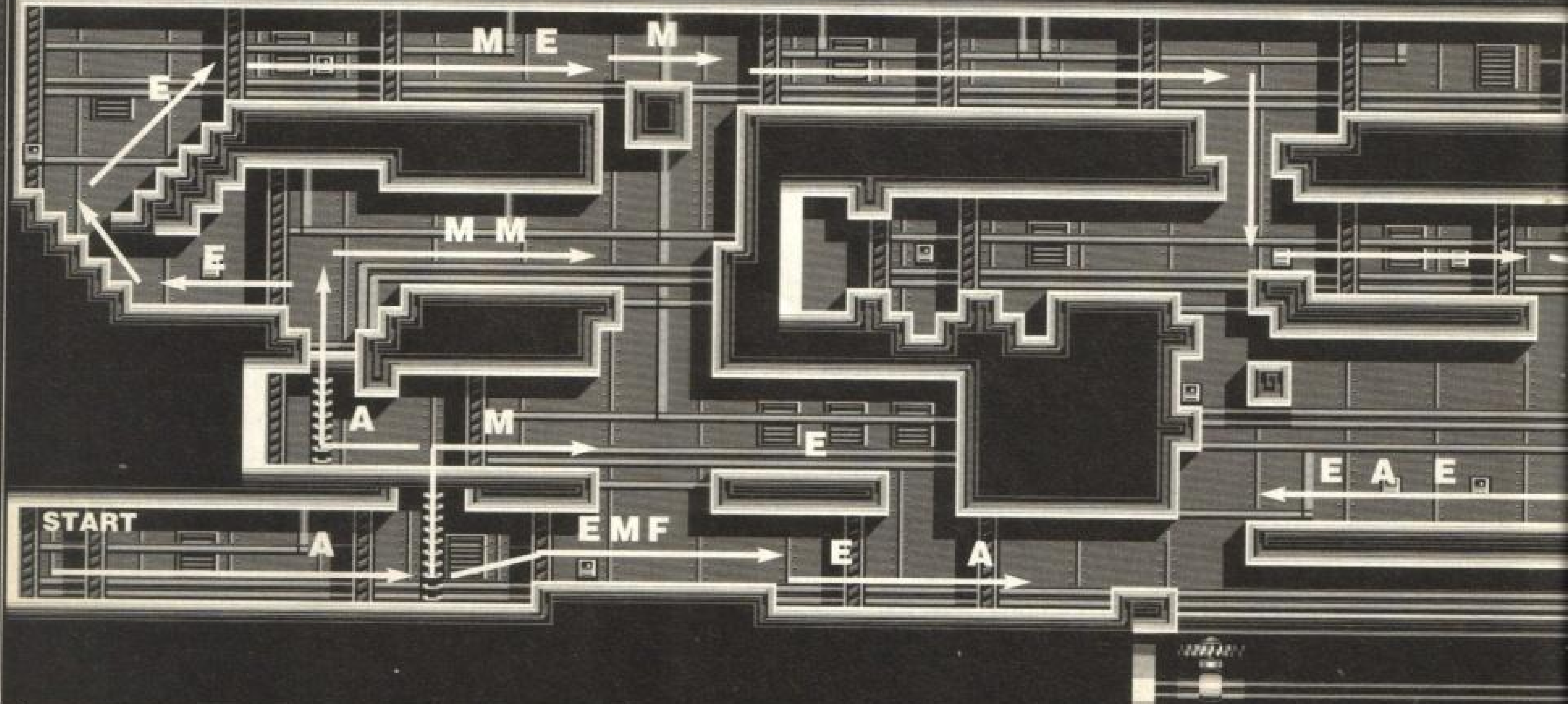


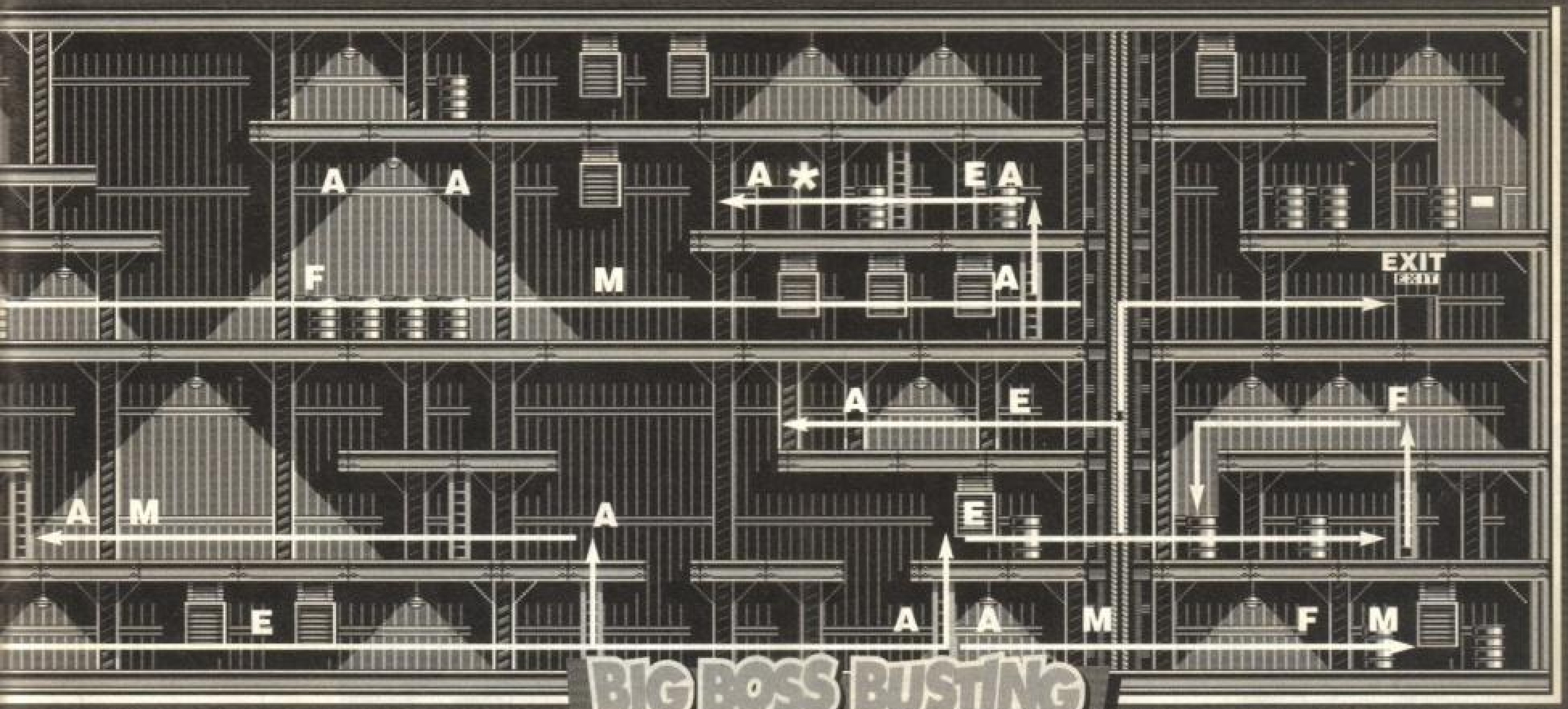


LEVEL 5.1

STATION BACKLOT

FROM THE START: Shoot terrorist • collect AMMO • go right • shoot terrorist,get ENERGY • go left • up ladder • shoot terrorists • get EVIDENCE • go left • get AMMO • up ladder • shoot terrorist • get FIREPOWER • go right • get ENERGY • shoot terrorist • right • collect EVIDENCE • go right • get AMMO • go left • up ladder • get ENERGY • shoot bazooka bloke to the right • up ladder • collect ENERGY • drop down • go right • get AMMO • right • shoot terrorist • get EVIDENCE • right • get AMMO • drop down • go right • up ladder • shoot sniper • go right • get on lift and go down to next level • shoot terrorist to the left • get ENERGY • left • get AMMO • go right • use lift to jump over lift shaft • shoot terrorist • collect AMMO • right • get EVIDENCE • drop down • shoot bazooka bloke to the left • collect AMMO • go left • get AMMO • right • get ENERGY • go right • shoot terrorist • right • get ENERGY • shoot terrorist • continue in a rightwardly fashion (*sorry about that – I got a bit immersed in the 'police role there – Andy*) • up ladder • get AMMO to the right • go left • shoot terrorist • left • collect EVIDENCE and AMMO • go back to the right • drop down • go right • get AMMO • right • collect AMMO • get EVIDENCE • right • shoot terrorist • right • get FIREPOWER and EVIDENCE • go left • up ladder • get EVIDENCE • shoot bazooka bloke • shoot the purple thug to the left (*who's obviously wandered in from* The Simpsons *– Ed*) • use the lift to jump across lift shaft • shoot terrorist • get AMMO and EVIDENCE • right • shoot the purple thug (*before he turns into a space mutant – Ed*) • up the ladder • collect FIREPOWER • shoot bazooka bloke • go left • drop down • get on the lift and go up to next platform on the left • shoot terrorist • get EVIDENCE • left • get AMMO • go back to the right • get on lift and go up to next level • go left • shoot terrorist • get AMMO • left • shoot terrorist • left • get EVIDENCE • go left • get FIREPOWER • left • kill terrorist • go left • get both lots of AMMO (you can never have too much ammo, you know) • go back to the right • up the ladder • kill the terrorist to the left • get AMMO and EVIDENCE • go left • get AMMO • right • drop down to level below • use lift to jump across lift shaft • go right, then push up in front of the EXIT door to complete the level.





LEVEL 5.2

VENTILATION SYSTEM

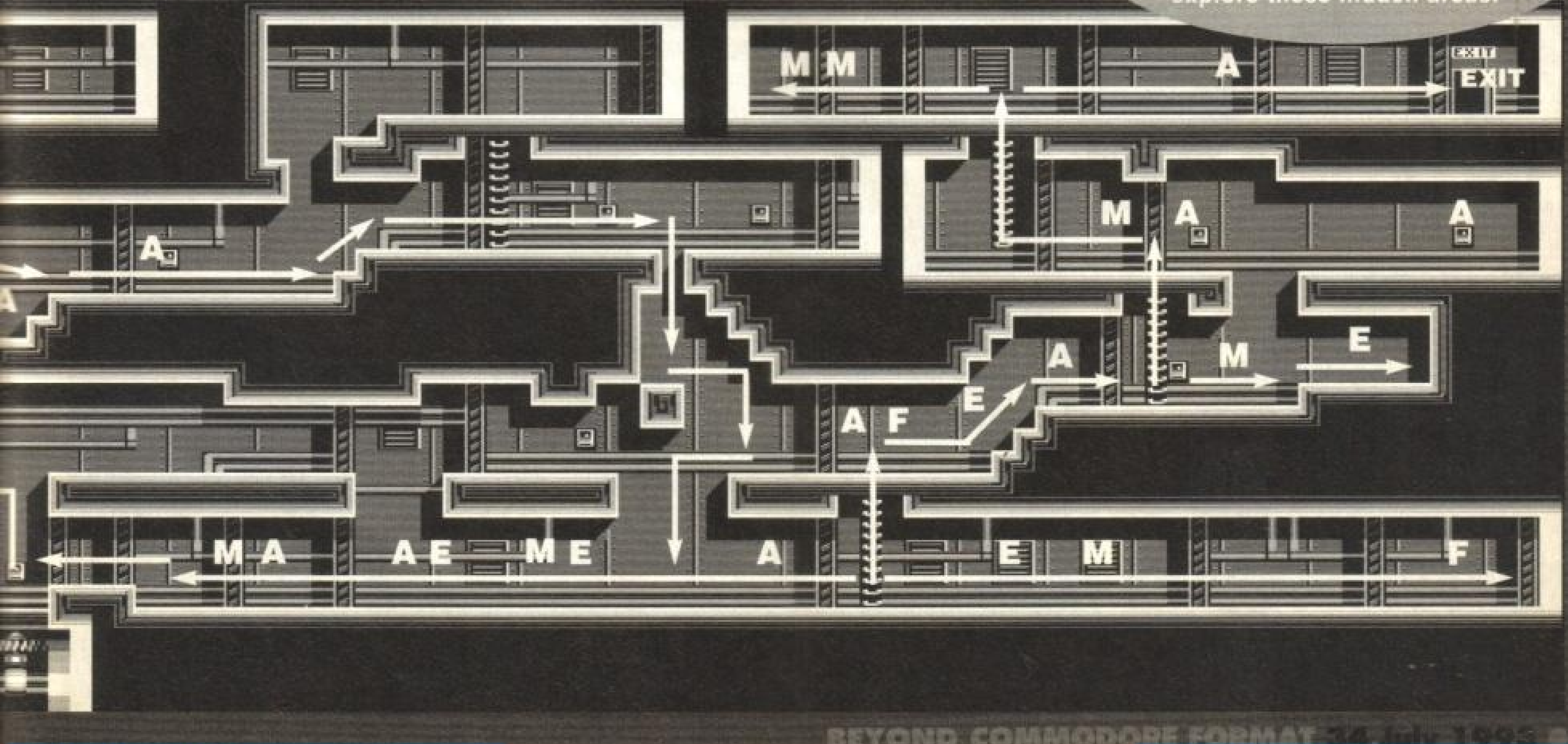
From the start: Shoot terrorist • get AMMO • go right • shoot bazooka bloke • get ENERGY • go right • get EVIDENCE and FIREPOWER • right • kill terrorist • collect ENERGY • go right • get AMMO • go back to the left • up ladder • shoot terrorist • collect EVIDENCE and AMMO • up ladder • shoot bazooka bloke to the right • go right • get both EVIDENCE • go left • get ENERGY • up steps • go right • get ENERGY • right • get EVIDENCE and ENERGY • jump right • get EVIDENCE • jump right • right • drop down (hold right) • right • jump right • get AMMO • right • shoot terrorist • collect AMMO • go right • kill terrorist • drop down (hold left) • drop down (hold right) • shoot terrorist • drop off to the left • shoot terrorists to the right and left • get AMMO • go left • get ENERGY and EVIDENCE • left • get ENERGY and AMMO • left • shoot terrorist • get AMMO and EVIDENCE • go left • jump across gap using air from fan • kill terrorist • get ENERGY and AMMO • go left • get ENERGY • go back right • collect ENERGY and EVIDENCE • go right • shoot terrorist • right • shoot terrorist • collect FIREPOWER • left • up ladder • get AMMO and FIREPOWER • go right • get ENERGY • get AMMO • right • shoot bazooka bloke • get EVIDENCE • right • get ENERGY • go left • up ladder • get AMMO • shoot terrorist • collect EVIDENCE • shoot bazooka bloke opposite (you can't see him) • left • up ladder • left • get both lots of EVIDENCE • right • get AMMO • go right to meet the fifth (and final!) Boss Villain.

BIG BOSS BUSTING

To defeat this chap, stay at the far left of the screen and shoot repeatedly (as before). He will occasionally fire rockets at you – these will pass harmlessly overhead. He also drops mortar bombs periodically which explode like the grenades dropped by the previous boss. Once you've killed him run right and push up in front of the EXIT door to complete the level and the game!

THE END?

Not on your life! If you own the disk version, you may have noticed a few extra rooms – join us in *CF*36 when we explore these hidden areas.



LISTOMANIA POKERAMA

"Oi you! What're you looking at? Do you wanna get a poke in the eye or something?" "I'd rather have an infinite lives POKE, thanks."

VINDICATORS *Hit Squad*

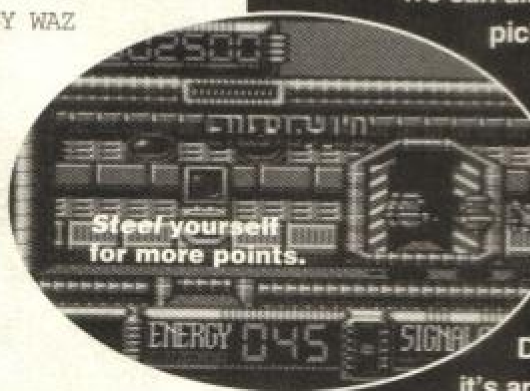
Here's a juicy infinite lives listing for this smart arcade conversion which should work on the original full-price version.

```
0 REM VINDICATORS CHEAT BY WAZ
1 FOR X=272 TO 325:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>5955 THEN PRINT "DATA ERROR":END
3 POKE 157,128:SYS 272
10 DATA 032,044,247,056,169,033,141,158
11 DATA 003,169,001,141,159,003,076,081
12 DATA 003,169,046,141,228,201,169,001
13 DATA 141,229,201,076,169,201,169,059
14 DATA 141,139,194,169,001,141,140,194
15 DATA 076,000,194,169,173,141,016,015
16 DATA 141,069,015,076,027,008
```

SHE VAMPIRES *4 Most Horror*

Waking up with a female vampire clinging to your neck can really put a crimp on your day, so why not try this listing POKE to get rid of those nasty blood-suckers for good (no offence, Mr Taxman).

```
0 REM SHE VAMPIRES CHEAT BY WAZ
1 FOR X=336 TO 426:READ
Y:C=C+Y:POKE X,Y:NEXT
2 IF C<>10977 THEN PRINT
"DATA ERROR":END
3 POKE 157,128:SYS 336
10 DATA 032,086,245,169,
032,141,240,003
11 DATA 169,101,141,241,
003,169,001,141
12 DATA 242,003,076,167,002,072,169,032
13 DATA 141,091,166,141,106,167,169,001
14 DATA 141,093,166,141,108,167,169,136
15 DATA 141,092,166,169,144,141,107,167
16 DATA 238,032,208,032,152,001,104,096
17 DATA 224,028,240,003,222,000,008,096
18 DATA 224,028,240,003,249,000,008,096
19 DATA 169,076,141,075,159,169,094,141
20 DATA 076,159,169,159,141,077,159,238
21 DATA 032,208,096
```


Steel yourself for more points.

NEIL ANDROID

4 Most Horror

Okay, I'll come clean. I'm not quite sure what this listing actually does, but if you own a copy of the game you could do a lot worse than type it in, SAVE it and RUN it (like watching *Home and Away*, for example).

```
0 REM NEIL ANDROID CHEAT BY WAZ
1 FOR X=336 TO 367:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>3878 THEN PRINT "DATA ERROR":END
3 POKE 157,128:SYS 336
4 DATA 032,086,245,169,032,141,240,003
5 DATA 169,101,141,241,003,169,001,141
6 DATA 242,003,076,167,002,072,169,165
7 DATA 141,134,147,206,032,208,104,096
```

Now your task is not so 'egg'-acting.
DAISY'S HOUSE
SCORE 000250
LIVES 3
TRIES 3

CRYSTAL KINGDOM DIZZY

CodeMasters

Infinite lives, infinite chances – all you need is infinite salt for the biggest omelette in culinary history.

```
0 REM CRYSTAL CHEAT BY WAZ
1 FOR X=272 TO 301:READ
Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>3510 THEN
PRINT "DATA
ERROR":END
3 INPUT"INFINITE
LIVES Y/N";A$:IF
A$="N" THEN POKE
297,206
4 INPUT"INFINITE
CHANCES Y/N";B$:IF
B$="N" THEN POKE 292,206
5 POKE 157,128:SYS 272
6 DATA 032,086,245,169,032,141,090,003
7 DATA 169,001,141,092,003,076,167,002
8 DATA 238,032,208,169,173,141,215,152
9 DATA 169,173,141,001,153,096
```

POWER PACK

STEEL

Not only can we offer you infinite energy as standard. Not only can we offer you the option of infinite energy in the sub-games. We can also offer you the option to pick your difficulty level from one to eight so that, for example, if you choose two you need only complete two sub-games and take two cartridges to the cartridge room. Don't pass this one up – it's an offer you can't refuse!

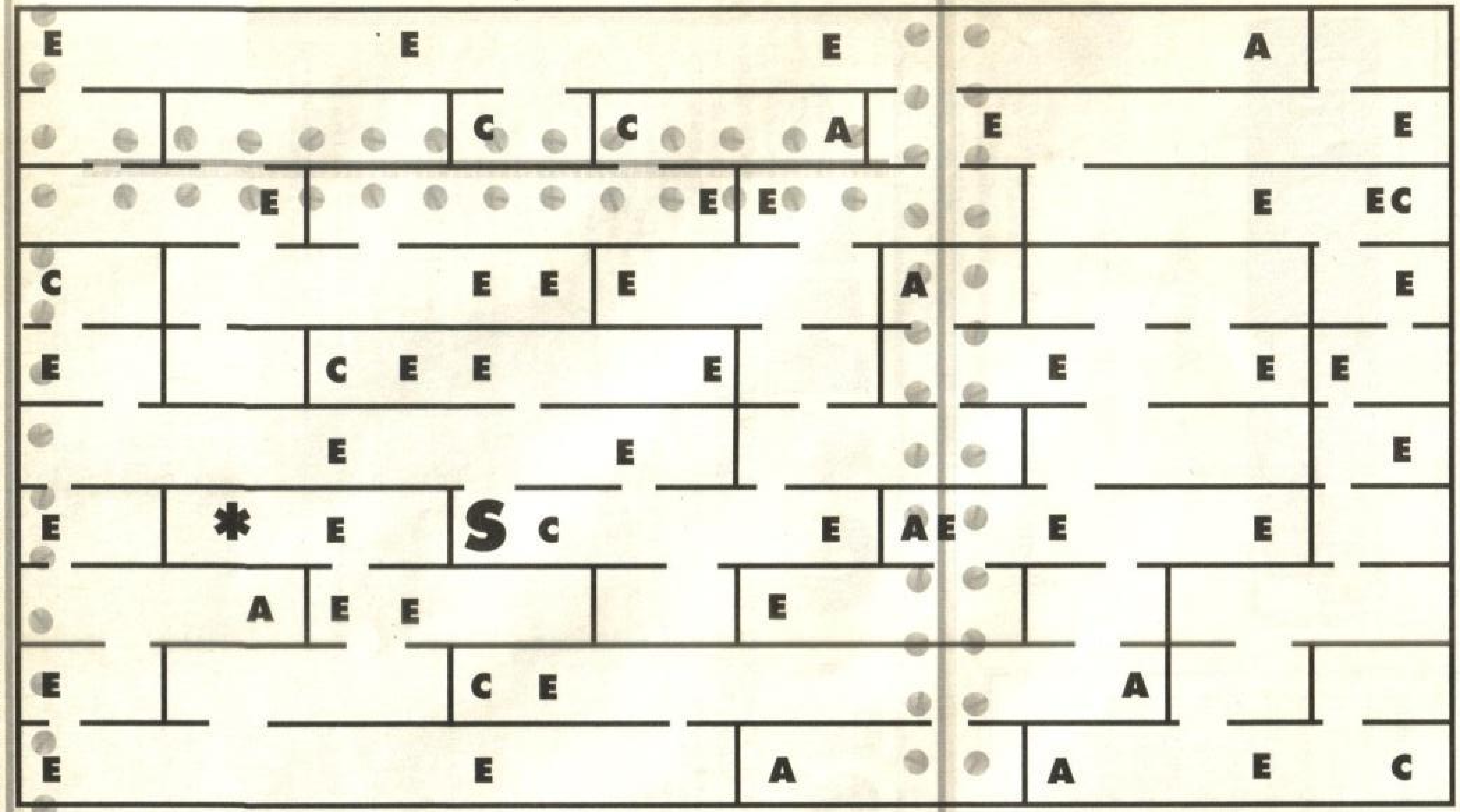
```
0 REM STEEL CHEAT BY M PUGH
1 FOR X=516 TO 569:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>5386 THEN PRINT "DATA ERROR":END
3 INPUT"SUBGAME INFINITE ENERGY Y/N";A$
4 IF A$="Y" THEN POKE541,141:POKE544,141
5 INPUT"DIFFICULTY LEVEL 1-8";B:POKE 563,B
6 POKE 157,128:SYS 516
10 DATA 032,086,245,169,019,141,207,003
11 DATA 206,208,003,096,072,077,080,169
12 DATA 002,141,014,010,076,230,003,169
13 DATA 000,173,207,021,173,032,022,206
14 DATA 044,022,206,146,032,206,034,033
15 DATA 206,230,041,206,062,045,169,008
16 DATA 141,116,036,076,027,008
```

THRUST

What a Corker of a listing this is. Not content with providing you with infinite lives and loads of fuel, it also offers sprite cheats (which make you immune to everything except bullets), plus an option to stop the planet countdown timer. What more could you need?

***Thrust*, the easy way.**

```
0 REM THRUST CHEAT BY M PUGH
1 FOR X=516 TO 577:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>7218 THEN PRINT "DATA
ERROR":END
3 INPUT"INFINITE LIVES Y/N";A$:IF
A$="Y" THEN POKE 567,141
4 INPUT"LOTS OF FUEL Y/N";B$:IF B$="Y"
THEN POKE 554,173
5 INPUT"STOP COUNTDOWN Y/N";C$:IF
C$="Y" THEN POKE 572,141
6 INPUT"SPRITE CHEATS Y/N";D$:IF D$="Y"
THEN POKE 532,327 POKE 157,128:SYS 516
10 DATA 032,086,245,169,019,141,207,003
11 DATA 206,208,003,096,072,077,080,169
12 DATA 042,141,013,010,169,002,141,014
13 DATA 010,076,230,003,169,147,141,109
14 DATA 058,169,165,141,102,058,076,053
15 DATA 002,169,153,141,253,093,238,255
16 DATA 093,169,173,173,240,063,169,165
17 DATA 173,174,050,076,036,108
```



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PLAYING TIPS

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echarge your energy level to around 0 as often as possible, and never let it dip below the 200 mark.
- Shoot enemies as they appear - don't allow them to group together.
- In the sub-game try to keep your ship in the centre of the screen.
- Don't bump into walls as it wastes valuable energy.

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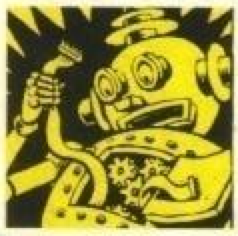
TECHIE TIPS

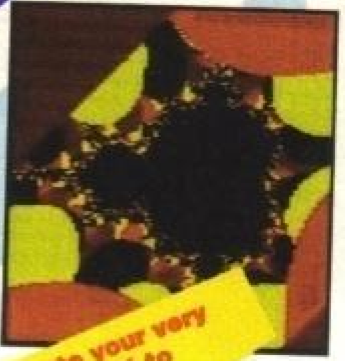
Ever seen Universal Soldier? Rubbish, isn't it? But this isn't. It's dead good. It's where Jason Finch answers all your techie problems. So if you've got any write to Techie Tips, Commodore Format, 30 Monmouth Street, Bath, Avon BA1 2BW. No hoary old SF clichés guaranteed.



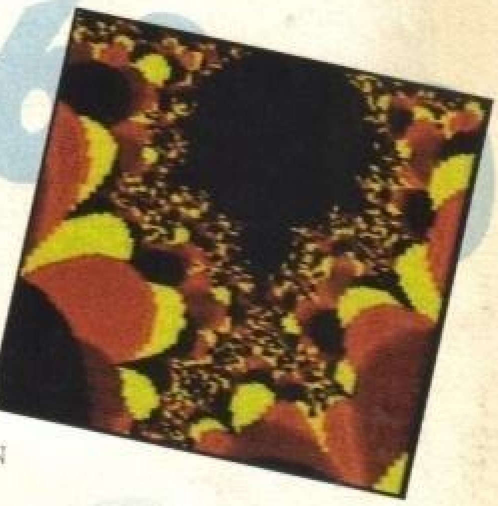
BROT PLOTTING

Dear Techie Tips,
I take it from your reply to David Robertson's letter in *CF*31 that you would like to see a multicolour Mandelbrot set plotter. Here's mine. It's all in Basic and therefore very, very slow but it does work. On average it takes two to four hours; faster than your black and white version since in effect you are only testing half the number of points on the x-axis. These versions do not cover the whole screen since that can take 12 hours at high magnifications. If you know of a machine code version I'd love to see it.
Neil McLean, Canterbury.

```
10 REM BASIC MANDELBROT SET PLOTTER
20 REM BY N.MCLEAN
30 :
40 GOSUB 390
50 GOSUB 310
60 :
70 REM MAIN LOOP
80 FOR J=20 TO 180 STEP 1
90 FOR I=80 TO 240 STEP 2
100 Q=((I-80)/54)-2:W=((J-
20)/54)-1.5
110 GOSUB 200
120 IF B=1 THEN 150
130 E=A AND 3
140 GOSUB 260
150 NEXT I,J
160 POKE 53280,2
170 GET A$:IF A$<>" " THEN 170
180 POKE 53265,27:POKE
53270,200:POKE 53272,21
190 END
198 :
199 REM SERIOUS MATHS
200 X=0:Y=0:A=0
210 C=(X*X)-(Y*Y):D=2*(X*Y)
220 X=C+Q:Y=D+W:Z=X+Y:A=A+1
230 IF Z<-2 OR Z>2 THEN
B=0:RETURN
240 IF A>25 THEN B=1:RETURN
250 GOTO 210
258 :
259 REM PLOT POINT
260 CH=INT(I/8):RO=INT(J/8):LN=J AND 7
270 BY=8192+(RO*320)+(CH*8)+LN
280 BI=I AND 7
290 POKE BY,PEEK(BY)OR
A(E,BI)
300 RETURN
308 :
309 REM SET UP BIT MAP
310 POKE 53265,PEEK(53265)OR 32
320 POKE 53270,PEEK(53270)OR 16
330 POKE 53272,PEEK(53272)OR 8
340 POKE 53280,0:POKE 53281,0
350 FOR X=1024 TO 2023:POKE X,152:NEXT X
360 FOR X=55296 TO 56295:POKE X,7:NEXT X
370 FOR X=8192 TO 16191:POKE X,0:NEXT X
380 RETURN
388 :
389 REM SET UP VARIABLES
390 DIM A(3,7)
400 FOR I=0 TO 3
410 FOR J=0 TO 7
420 READ A(I,J)
430 NEXT J,I
440 RETURN
448 :
450 DATA 000,000,000,000,000,000,000,000
460 DATA 064,064,016,016,004,004,001,001
470 DATA 128,128,032,032,008,008,002,002
480 DATA 192,192,048,048,012,012,003,003
```



Create your very own finalé to 2001!



ONE FOR ALL

Dear Techie Tips,
I know it's a lot to ask, but is it possible to have about four routines in machine code running at the same time, with the same SYS call? The reason for my asking is because all the routines I have start `FOR X=49152 TO...` If it's impossible, can you give me any help please. By the way, keep the machine code routines coming, they're brill!
David Lee, Chesterfield.

It is possible to have more than one machine code program running at what appears to be the same time, but not four, and not under these circumstances. You need to 'relocate' the machine code so that it's stored somewhere else in memory. However, this isn't easy (*that's our Jason, a master of understatement – Ed*) if you don't understand machine language because you need to change references within the programs as well. So until you learn machine language, it's one application at a time, I'm afraid.

I'm shocked and impressed. As to knowing whether a machine code Mandelbrot plotter for the C64 exists... well I didn't even know anyone had written a Basic version, so sorry, I can't help you there. Mandelbrots, by the way, are freaky patterns that are generated using a very weird but simple piece of maths and Neil's program plots these patterns in three colours. For those of you

into fractals, you may find the results of using these alternative pairs of lines interesting:

```
100 Q=((I-80)/320)-0.4:W=((J-
20)/320)+0.65
240 IF A>30 THEN B=1:RETURN

100 Q=((I-80)/400000)-0.168:W=((J-
20)/400000)+1.036
240 IF A>150 THEN B=1:RETURN

100 Q=((I-80)/4000)-0.75:W=((J-
20)/4000)+0.2
240 IF A>100 THEN B=1:RETURN
```

NO STRINGS ATTACHED

Dear Techie Tips,
Please could you tell me how to use GET in conjunction with ON because the following doesn't seem to want to work?

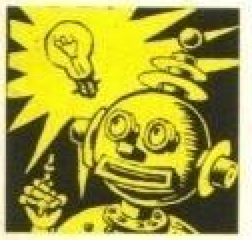
```
10 GET A$:IF A$="" THEN 10
20 ON A$ GOTO 100,200,300,400,500
```

Also, why does this bit of program not work?

```
500 GET A$:IF A$="" THEN 500
510 POKE 53281,A$
```

What am I doing wrong?
Oliver Brooke, County Cork, Ireland.

This is a very common mistake; you're getting confused between different types of variables. `A$` (said 'A-string') is designed for storing text, like "HELLO". Numeric variables, such as `A` (without the dollar sign), are for storing numbers only. So `A="HELLO"` does not work, and neither does `A$=7`. The `ON` command needs a numeric variable, as in `ON A GOTO`..., and `POKE` needs a numeric variable too, as in `POKE 53281,A`. To convert from string to numeric variables, use the `VAL` command, or `STR$` to do the opposite. So change the `A$` in lines 20 and 510 to `A`, then bung in two new lines: `15 A=VAL(A$)` and `505 A=VAL(A$)`.



CBM'S QUICK CREEP?

Dear Techie Tips,
1 Can you give me a machine code routine that makes text flash smoothly Extended Background Colour Mode?
2 What is an IRQ?
3 How is it used?
4 How can I put the cursor anywhere on screen ready for a PRINT or INPUT (without the cursor key reverse symbols scattered everywhere)?
5 Where can I get a Power Cartridge?
6 Does the PC have a machine code monitor and extended Basic options?
7 Can screens 'frozen' with the PC be printed on an MPS801?
Philip Underhill, Leamington Spa.

Right Philip, before you start thinking, "What? I didn't write a letter that long!" what I've done is pick the questions from the wodge of letters you've sent (and there's a round of applause for the first person who manages to unravel this letter's title).
1 Change the three sets of values in lines 21-26 to change the colours used (there are 16 numbers for each background colour):

```
0 REM EBCM GLOW BY J.FINCH
1 FOR X=49152 TO 49276:READ Y:POKE
X,Y:C=C+Y:NEXT X
2 IF C<>9812 THEN PRINT "DATA ERROR":END
3 SYS 49152
4 POKE 53280,0:POKE 53281,0
5 PRINT CHR$(147);CHR$(5);
6 FOR X=0 TO 3:PRINT
TAB(X*4);"COMMODORE
FORMAT":PRINT:NEXT X
7 FOR A=1 TO 3:FOR B=0 TO 15
8 POKE 1024+A*84+B,PEEK
(1024+A*84+B)OR(A*64)
9 NEXT B,A
10 DATA 120,169,127,141,013,
220,173,013
11 DATA 220,169,091,141,017,
208,169,000
12 DATA 141,018,208,141,076,
192,169,042
13 DATA 141,020,003,169,192,
141,021,003
14 DATA 169,001,141,025,208,
141,026,208
15 DATA 088,096,174,076,192,
189,077,192
16 DATA 141,034,208,189,
093,192,141,035
17 DATA 208,189,109,192,141,036,208,232
18 DATA 138,041,015,141,076,192,238,025
19 DATA 208,076,049,234,000
20 :
21 DATA 003,003,014,014,014,006,006,011
22 DATA 011,006,006,014,014,014,003,003
23 DATA 013,003,003,005,005,003,003,013
24 DATA 013,013,001,001,001,001,013,013
25 DATA 009,002,002,008,008,008,010,010
26 DATA 010,010,008,008,008,002,002,009
```

2 An Interrupt ReQuest.
3 Briefly, it taps the C64 on the shoulder 50 times every second and goes, "Oi! I want to

QUICK SHOTS

● I need a listing that will allow me to print words in the border (in other words, make it possible to use the entire screen to write on).
Michael Maclean, Isle of Lewis.

You can't use the entire screen to write on. It is relatively easy, in machine code, to get rid of the upper and lower borders, but you can only create 'gaps' in the left and right borders and the process is very fiddly. Programs that appear to have writing in the borders actually use sprites, the only thing you can display there.

● Can you give me some details on *Mini Office 2*? Can the tape version be used with a disk drive?
Francis Donoher, County Laois, Ireland.

***Mini Office 2* is a package that contains a number of high quality programs, including a word processor, database and spreadsheet. I recommend it if you're searching for any one of those types of program then this package as a whole is excellent value for money.**

Both the disk and tape versions have options for selecting which device you use so, yes, the tape version can be used with a disk drive. You may have a little trouble fitting the *Mini Office 2* tape into the drive's slot, though! (*Check out our Mail Order service on page 80 – Ed.*)

● I recently bought a C64 with various bits and bobs. Some of the disks that came with it have two or three commercial games copied on each side, most from tape games. How is this done? Is it illegal?
A Toulson, England.

There are various methods for copying commercial games from tape to disk but I am not at liberty to tell you what they are as it is considered software piracy and is, indeed, illegal. Find the person you bought it all off and give their wrists a good slap.

● Lately I've heard a lot of talk about 3.5-inch disk drives. If I bought one for my C64, which is the best word processor to use with it?
George Bennion, Croydon.

The only decent 3.5-inch disk drives for the C64 come from the USA and you can't buy word processors on 3.5-inch disks for them. If you want a disk drive, buy a 1541-II from Datel Electronics Ltd (☎ 0782 744707) and then get the *Mini Office 2*.

● How can I read the joystick ports?
Paul Cresham, Swindon.

Try out this short proggy which reads the joystick in port one. For port two change line 10 to `10 J=127-PEEK(56320)`.

```
10 J=255-PEEK(56321)
20 IF (J AND 1) THEN PRINT "UP"
30 IF (J AND 2) THEN PRINT "DOWN"
40 IF (J AND 4) THEN PRINT "LEFT"
50 IF (J AND 8) THEN PRINT "RIGHT"
60 IF (J AND 16) THEN PRINT "FIRE"
70 GOTO 10
```

do something else!" The C64 then says, "Okay then, but be quick!" and the IRQ thingy gets to work. When it has finished it says, "Cheers, C64, now you carry on with what you were going to do." You can enter the following bit of code using a machine code monitor and then start it using `SYS 49152`. The first bit of code changes the IRQ vector at `$0314` and `$0315` to point to a new piece of code (at `$C00D` in this case). The new piece of code then makes the border change colour 50 times a second. The `JMP $EA31` is the machine code version of, "carry on with what you were going to do," and also monitors the keyboard so that you can type away while the border is flashing.

```
A C000
> C000 78         SEI
> C001 A9 0D      LDA #$0D
> C003 8D 14 03   STA $0314
> C006 A9 C0      LDA #$C0
> C008 8D 15 03   STA $0315
> C00B 58         CLI
> C00C 60         RTS
> C00D EE 20 D0   INC $D020
> C010 4C 31 EA   JMP $EA31
> C013
```

4 Lines 1000 and 1010 of this short demonstration are the lines that do the biz:

```
10 PRINT CHR$(147)
20 X=INT(RND(1)*34)+1
30 Y=INT(RND(1)*23)+1
40 GOSUB 1000
50 PRINT "HELLO"
60 GOTO 20
999 REM POSITION CURSOR
1000 POKE 781,Y:POKE 782,X:POKE 783,0
1010 SYS 65520
1020 RETURN
```

5 Bitcon Devices Ltd, 88 Bewick Road, Gateshead NE8 1RS (☎ 091 490 1975).

6 Yes and yes. In fact, the extended Basic is absolutely cool with all the commands you're likely to need to help you program. It has 'toolkit' things like RENUMBER, AUTO and so on rather than stuff like CIRCLE, SOUND and COLOUR.

7 Yes again.

FONT FACTORY

Dear Techie Tips,

I have written a short piece of machine code that will effectively make a new character set by copying the first 64 characters of the normal ROM character set and storing a zero byte on the third line of each character.

James Coulter, County Tyrone, Ireland.

If you've ever wanted a font ith a line through it, you're in he right place.

Cheers, here's the code in the form of a Basic loader:

```
0 REM CHAR COPIER/ DEFINER BY J.COULTER
1 FOR X=49408 TO 49495:READ Y:POKE
X,Y:C=C+Y:NEXT X
2 IF C<>12457 THEN PRINT "DATA
ERROR":END
3 SYS 49408:REM COPY CHARS
4 SYS 49465:REM ALTER CHARS
10 DATA 162,000,169,142,032,210,255,120
11 DATA 173,014,220,041,254,141,014,220
12 DATA 169,051,133,001,189,000,208,157
13 DATA 000,048,232,208,247,189,000,209
14 DATA 157,000,049,232,208,247,169,055
15 DATA 133,001,173,014,220,009,001,141
16 DATA 014,220,169,028,141,024,208,088
17 DATA 096,169,000,162,000,232,232,157
18 DATA 000,048,232,232,232,232,232,232
19 DATA 208,243,232,232,157,000,049,232
20 DATA 232,232,232,232,232,208,243,096
```

If you're wondering just how that works, I've written a Basic version of the same thing. If you think it looks a bit strange, that's because I've kept exactly to the machine code so that if you're learning Assembly language you'll be able to disassemble the machine code and compare it. As an example, `X=(X+1)AND255` is the exact translation of the Assembly language `INX` instruction.

```
100 X=0:PRINT CHR$(142)
110 POKE 56334,PEEK(56334)AND 254:POKE
1,51
120 A=PEEK(53248+X):POKE 12288+X,A
130 X=(X+1)AND255:IF X<>0 THEN 120
140 A=PEEK(53504+X):POKE 12544+X,A
150 X=(X+1)AND255:IF X<>0 THEN 140
160 POKE 1,55:POKE 56334,PEEK(56334)OR 1
170 POKE 53272,28
180 :
190 A=0:X=0
200 X=X+2:POKE 12288+X,A
210 X=(X+6)AND255:IF X<>0 THEN 200
220 X=X+2:POKE 12544+X,A
230 X=(X+6)AND255:IF X<>0 THEN 220
240 END
```

COOL CREATIONS

Dear Techie Tips,

1 How do you use (and view) cool new character sets designed using the *UDG System 2* on *CF*19's Power Pack?

2 How do you produce scrolling landscapes like you get in loads of games? Could you use the map utility on *UDG*? If so, how?

3 Could I use my 1084S monitor with my C64?

4 How do you produce DATA statements for multicolour sprites?

Stewart Yapp, Cannock.

1 Save the character set to tape or disk by selecting the appropriate icons and then SAVE CHR from the menu that appears. The set is stored at `$2000` to `$27FF`. To use them, load the data back and enter `POKE 53272,24`, is exactly what the proggy below does, with line 20 doing funny things to pointers which means you won't overwrite the characters:

```
10 A=A+1:IF A=1 THEN LOAD"FILENAME",1,1
20 POKE 52,32:POKE 56,32:CLR
30 POKE 53272,24
```

2 You have to write a routine that will plot a section of the map given any starting X and Y co-ordinates (preferably in machine code for speed). This is far too complicated to explain here and would probably need an article of... well, you know what I'm going to say by now!

3 Yes. You need a C64 composite video lead which plugs into the video socket on the back of the C64, and the red, yellow and white sockets on the back of your monitor. Any good computer shop should be able to get one for you. If you can't find one, try Cavendish Commodore of 144 Charles Street, Leicester (☎ 0533 510066).

4 You design the sprites with *FROST*, which was on the *CF*32 Power Pack, and use the ultra fast "Make DATA" option.

INFORMATION BANK

LOOKING SHIFTY

When games which allowed you to redefine which keys you used were in vogue, everyone wondered how the games knew whether you had pressed the left or right SHIFT key. Well, I did anyway. The normal test of `PRINT PEEK(653)` will only tell you that one of the SHIFT keys has been pressed, not which one.

The following program goes all the way and tells you which of the SHIFT keys has been pressed and also detects whether the RUN/STOP key has been pressed at the same time. To achieve the trick with the RUN/STOP key the program makes sure that you can't break out in the normal way; instead, use the space bar.

```
10 POKE 808,254
20 GOSUB 1000:REM TEST KEYS
30 GET A$:IF A$<>CHR$(32) THEN 20
40 POKE 808,237
50 END
60 :
1000 POKE 56334,0:REM FOR PRECISE TIMING
1010 POKE 56320,253:IF
(PEEK(56321)AND128)=0 THEN PRINT "LEFT"
1020 POKE 56320,191:IF (PEEK(56321)AND
16)=0 THEN PRINT "RIGHT"
1030 POKE 56320,127:IF
(PEEK(56321)AND128)=0 THEN PRINT "STOP"
1040 POKE 56334,1:REM RESTORE VALUE
1050 RETURN
```

THE ADDAMS FAM

C'mon. Own up. Are you a Munsters or Addams fan? We reckon that while Fred Gwynne is a legendary folk hero the Addams Family wins out on sheer class and weirdness. Clur reckons that the game is (un)dead good, too.

It's a Corker

What's a girl supposed to do? By order of the almighty Ed, there'll be no ooky's, spooky's, and definitely no kooky's at all in this review. Not even the words of the song all wiggly across the top of the page. I'm lost without a kooky or two. But the game wouldn't be. Lost, that is. You could take out every kooky, ooky and indeed, spooky and it'd still be a Corker. But nobody has. Taken out the ookies and kookies that it. And it's even got the theme tune intact – you know, the one that goes bom-iddy-bom, click click, bom-iddy-bom, click click, bom… (*Snip – Ed*).

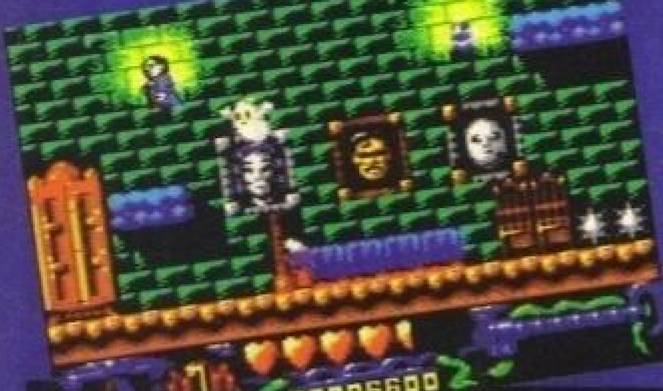
Okay, so the gameplay isn't exactly groundbreaking stuff, but it's oozing with fun, finesse and style. You play Gomez, the Addams' dad, and you're on a quest to find the rest of your family. They're all locked away in various parts of the ancestral home while the keys that'll release them are hidden in other parts of the huge mansion. (Quite how this state of affairs came about isn't entirely clear but it's got something to do with a lawyer.) All you have to do is set them free. Simple? Nope.

Each room poses a different perambulatory problem. It's never as easy as it looks to get from where you are to where you want to be. The puzzles start off simple – it's just a case of bopping a few baddies on the head – but as you venture further into the bowels of the mansion, the conundrums become tougher than trying to convince Morticia's pet plant Cleopatra that she could really do with a decent prune. Most of them are ingeniously tricky timing puzzles in which you have to leap or make a run for it at the precise moment to end up avoid being squashed by bouncing pumpkins, falling into red hot lava, skewered by nasty spikey things or generally meeting a grisly end.

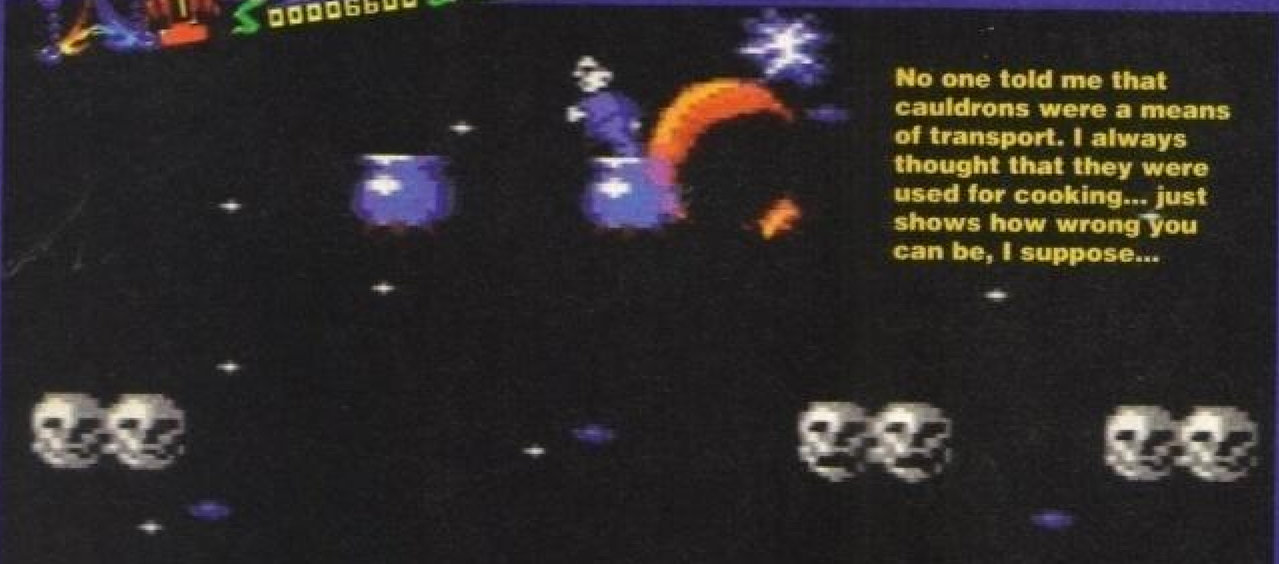
The graphics are so colourful you'll need to to wear Ray-Bans

And they're extremely addictive; most of the time you can work out what you have to do, it's just a matter of getting the timing right that's the problem, so no matter how many times you get splattered, you'll always want to have just one more go, just to prove to this stupid computer that you can do it. Sensible restart points help in this respect, too.

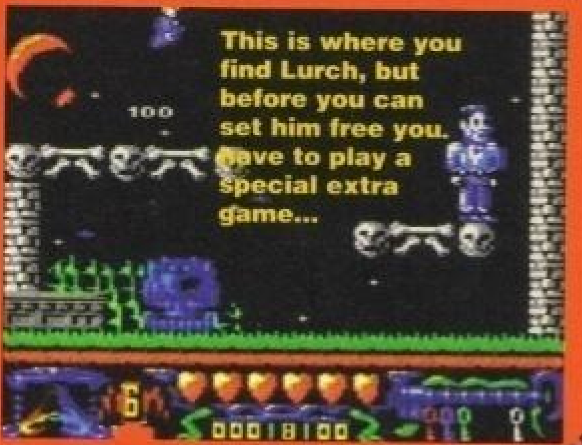
The game map is mightily massive and displayed as a series of flip screens rather than a continuously scrolling map. This does have its advantages: if you accidentally wander into a room and there's a



Whhhhooo, whoooooooo! Stomp the ghosties on their heads to send them back to their graves with a severe headache.

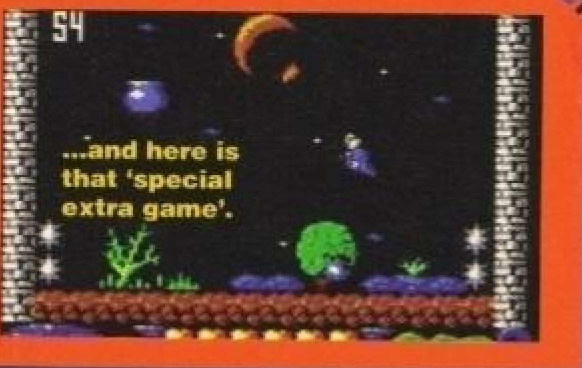


No one told me that cauldrons were a means of transport. I always thought that they were used for cooking… just shows how wrong you can be, I suppose…



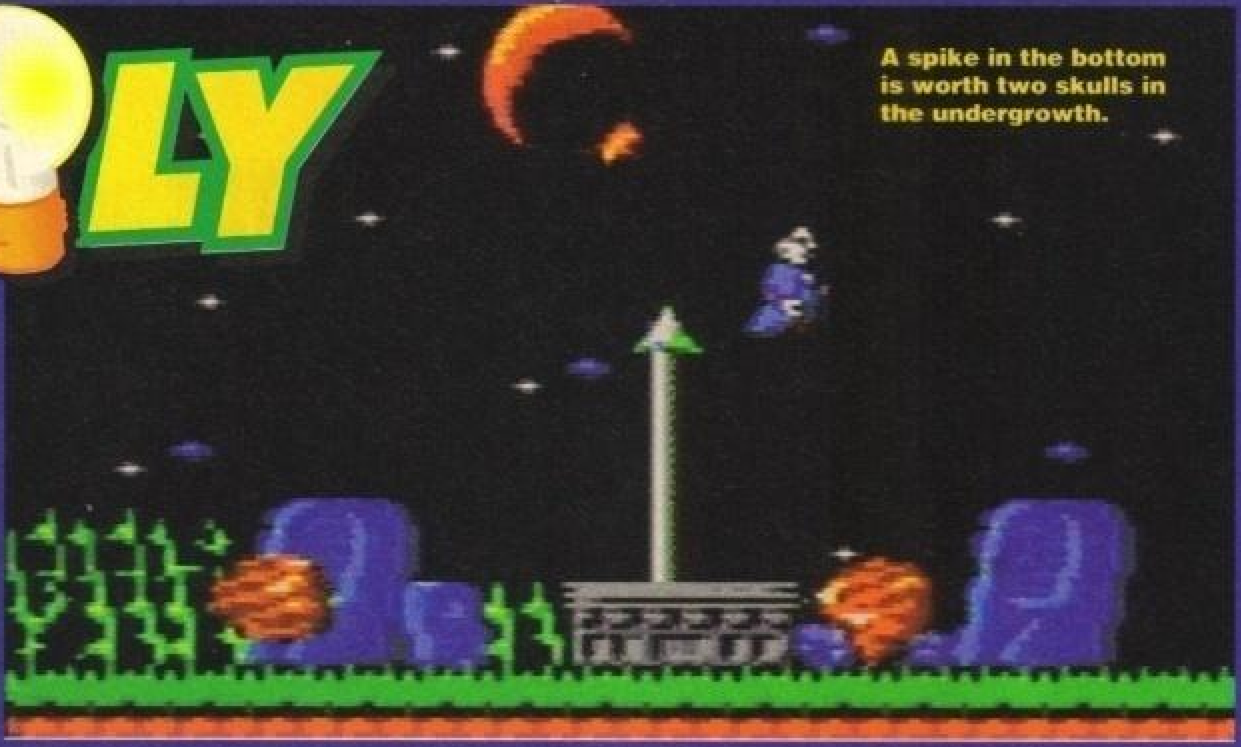
This is where you find Lurch, but before you can set him free you have to play a special extra game…

The second character you rescue is Lurch. To survive the quicksand keep the fire button held down to jump continuously and move from side-to-side avoiding the sparkly thing as you go.



…and here is that 'special extra game'.

LY



A spike in the bottom is worth two skulls in the undergrowth.

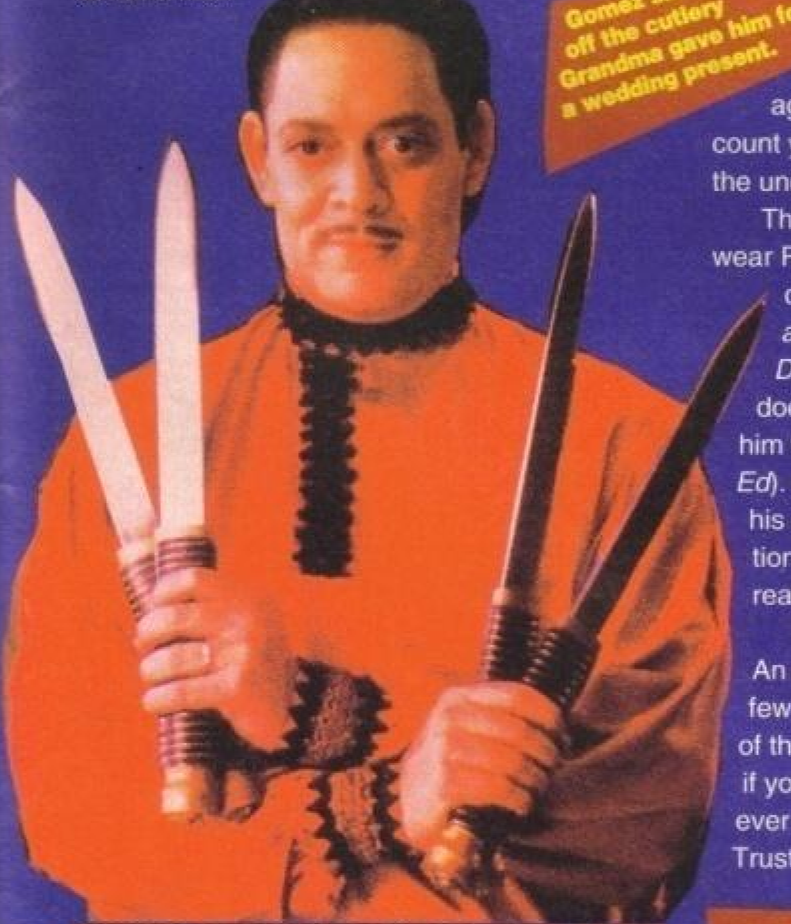
baddie coming right at ya, then you can nip back to the safety of the previous screen.

Not all the lurking nasties can be completely obliterated. Some are indestructible (and lethal to touch) while some just pause long enough for you to leap over them. However, if you do kill a monster, leave the room and then return to that room, you'll find that he's come back to life (if life is the right word, that is). This might sound like a bit of a swizz, but sometimes bouncing on the bonce of some monster or other is the only way you can avoid falling into lava or reach a platform. If one of these monster vanished permanently when you killed it, if you ever had to go back through that room again you'd end up stuck, basically. So count yourself lucky that they're all members of the undead and can be resurrected.

The graphics are so colourful you'll need to wear Ray-Bans to reduce the glare. Gomez could be accused of being a tad small (*I accuse Gomez of being a tad small – Dave*), but the case for the defence is size doesn't matter – it's what you can do with him that counts (*Dave's objection overruled – Ed*). He jumps like a maniac with springs in his cuban heels and can even change direction in mid air. Wow, what a man (and he really loves his wife too).

The Addams Family is just pure fabness. An arcade adventure with a soul – quite a few souls actually and Grandma's got most of them stashed away in her handbag. Even if you can't click your fingers in an ever so cool manner, you'll love it. Trust me, I'm a vampire.

CLUR

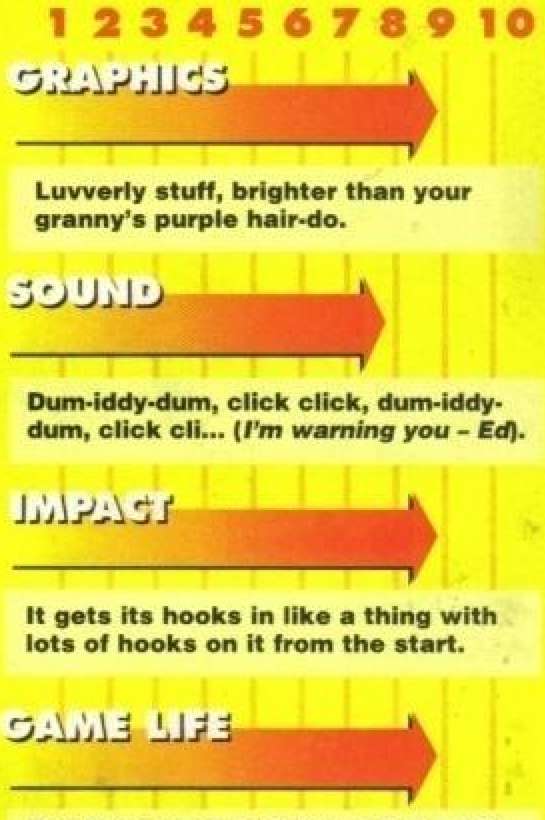


Gomez shows off the cutlery Grandma gave him for a wedding present.

VITAL STATISTIX

GAME	THE ADDAMS FAMILY
PUBLISHER	THE HIT SQUAD
CONTACT NUMBER	061 832 6633
PRICE	£3.99
AVAILABLE	OUT NOW

THE ADDAMS FAMILY



GRAPHICS: Luvverly stuff, brighter than your granny's purple hair-do.

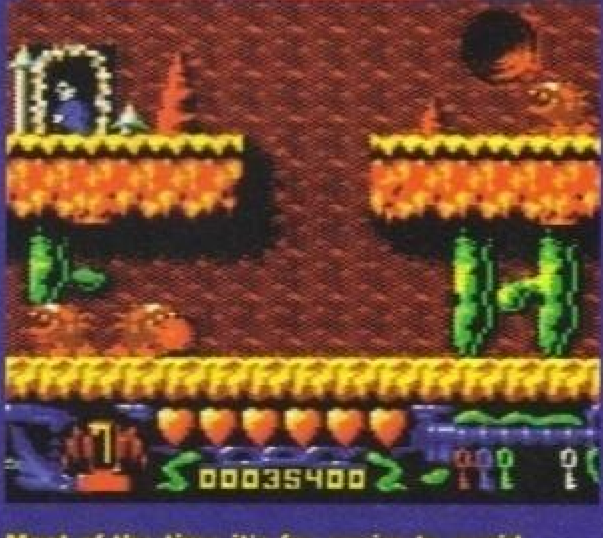
SOUND: Dum-iddy-dum, click click, dum-iddy-dum, click cli... (*I'm warning you – Ed*).

IMPACT: It gets its hooks in like a thing with lots of hooks on it from the start.

GAME LIFE: You'll be stuck to it like a fly in a fly trap (but you won't be dissolved.)

POWER RATING

93%



Most of the time it's far easier to avoid those monters than kill 'em.

WHERE HAVE I SEEN THAT FACE BEFORE?

Some of the monsters you meet in the Addams Family seem strangely familiar:

☞ **PUMPKIN HEADS:** If you've seen *Halloween 3* you'll know what pumpkins are capable of. The orange vegetables in this game take a simpler approach than pretending to be kids' masks and then sucking their brains out; they squash you.

☞ **TAZMANIAN DEVIL:** Come to Tazmania, come to Tazmania, come to Tazmania. We mean you. Thuuupth! (*That's not how you spell ptнthptht! – Dave.*) (*No, it's not, it's thwpppppt – Trent.*)

☞ **SKULL:** The skulls all seem to be relations of Boney from *Trap Door*. Except they're 20 times the size and don't whinge as much. But they do have the same nose and gaunt cheek bones (*well, they would – Ed*).

☞ **COCKROACH:** Addams Family, *Meet The Applegates*. These giant pests are out to bug you in a big way.

☞ **KNIGHT:** If you haven't seen *Monty Python And The Holy Grail* go hire the video Ni... er... now! Oh, and avoid these blokes in the game.

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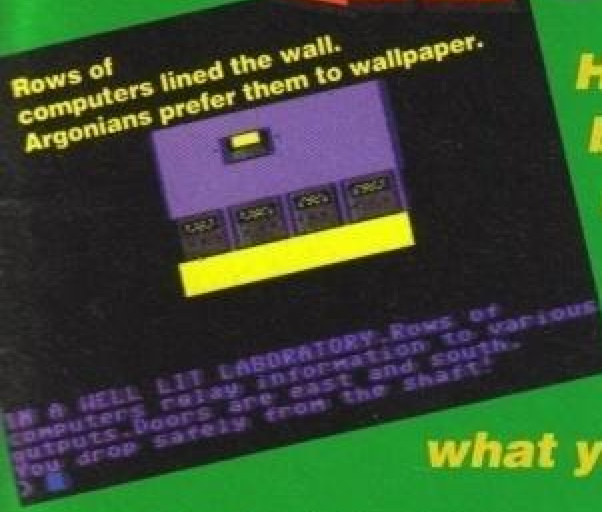
THE ARGON FACTOR

How would you like to be £1,000 better off? If you're the first person to beat this adventure you will be. Clur discovers what you have to do.



Rows of computers lined the wall. Argonians prefer them to wallpaper.

```
IN A WELL LIT LABORATORY.Rows of
computers relay information to various
outputs.Doors are east and south.
You drop safely from the shaft!
>
```

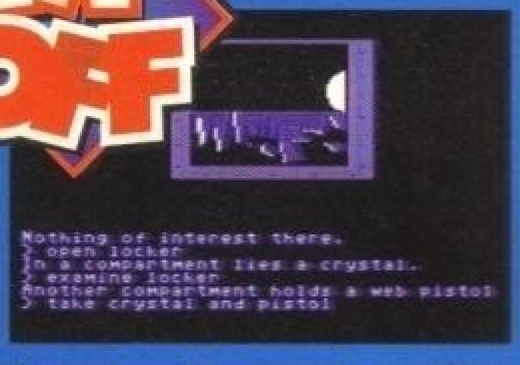
The planet Argon as seen from your space ships monitor. Pretty perhaps, but not all very informative. I recommend you talk to LAP, your robot pal, if you want to know more.

Usually, the only thing you get when you finish a game is a feeling of immense self-satisfaction (unless it's *Final Fight* in which case you just feel cheated). But if you're the first person to finish *The Argon Factor* you could end up with a lot more. *Argon*'s programmer, Tony Rome, is so sure that it's going to take even the keenest of players a goodly while to work out the solution to his graphic adventure that's he's offering £1,000 make the effort seem worthwhile.

For reasons known only to Tony and a small bowl of petunias the game is set in the year 2152. A nasty piece of work named Valdira, a despicable little space bandit who travels the universe, destroying everything in his wake – just for a laugh you understand – has decided to make life hell for a certain Captain Cord (made up name!), hero of the space fleet.

For a giggle, Valdira created a holographic image of Cord which he used to order Cord's loyal fleet (with Ankira, his girly, on one of the ships) on a dangerous mission from which it never returned. After a month-long trial, the real Cord was found guilty of negligence and banished from Earth.

TIP OFF



```
Nothing of interest there.
> open locker
In a compartment lies a crystal.
> examine locker
Another compartment holds a web pistol
> take crystal and pistol
```

Always examine an area thoroughly. For example look twice at the locker in your space ship before you leave.

For three years he searched for some evidence that would prove his innocence, assisted only by a run-down robot named LAP. Then one day a faint, signal was picked up by his on-board computer. The message hailed from a small planet named Argon, in the Velusian Belt, and mentioned the name Ankira. Immediately he set course for Argon.

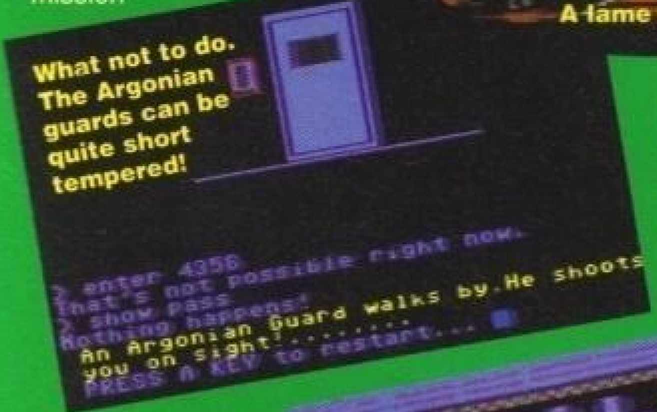
The game has two main sections; it starts off with a standard adventurey bit in which you have to land your ship on Argon and explore the planet. To help you get started this section has a Save Game option so that you don't have to re-start from the beginning if you die. The second section consists of a series of fiendish puzzles each set in different time zones. To finish the entire game, you have to complete each section perfectly.

For a graphical adventure the graphics in *The Argon Factor* are hardly masterpieces, but they perform their function excellently; they add atmosphere and help to orientate you, without wasting valuable memory that's been better spent on the actual gameplay. The parser (which is the type-in control system for any new adventurers lured by the £1,000 prize) can still handle quite complicated series of commands without throwing it's stock, "I really don't now what you're talking about!" reply at you.

Argon is an atmospheric and intriguing slice of adventuring but it's rather pricey at a tenner. And without the £1,000 prize I doubt whether it would lure any non-adventure fans away from their joysticks.

CLUR

A lame dog.



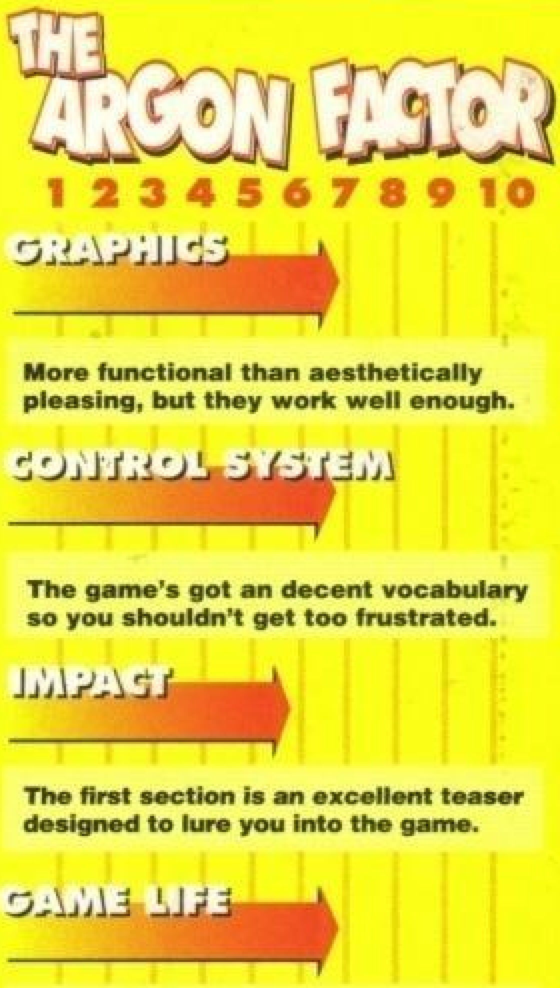
What not to do. The Argonian guards can be quite short tempered!

```
> enter 4356
That's not possible right now.
> show pass
Nothing happens!
 An Argonian Guard walks by.He shoots
 you on sight!........
 PRESS A KEY to restart...
```

The guards aren't very good at their job. They spend all day playing this game.

VITAL STATISTIX

GAME	*THE ARGON FACTOR*
PUBLISHER	LOGYK SOFTWARE
CONTACT NUMBER	021 456 2795
PRICE	£10
AVAILABLE	OUT NOW
OTHER INFO	TAPE AND DISK



GRAPHICS

More functional than aesthetically pleasing, but they work well enough.

CONTROL SYSTEM

The game's got an decent vocabulary so you shouldn't get too frustrated.

IMPACT

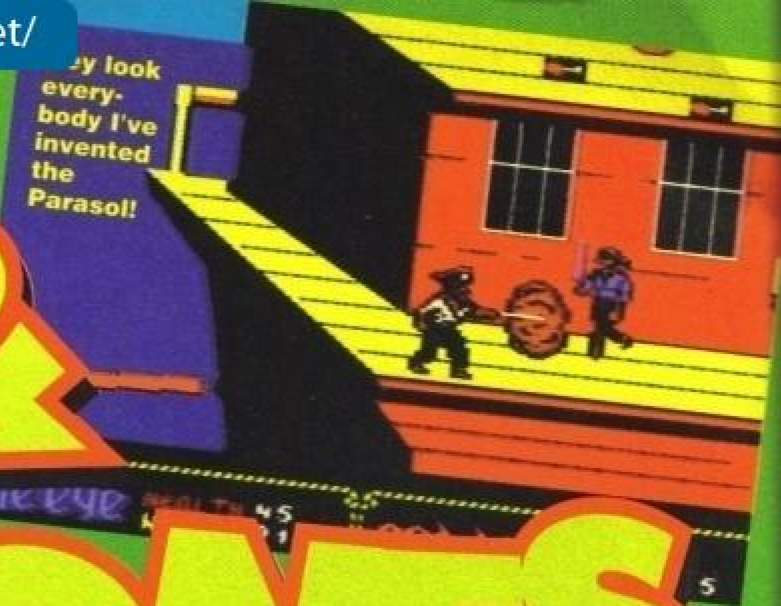
The first section is an excellent teaser designed to lure you into the game.

GAME LIFE

Well, it all depends on how badly you want to win the £1,000 prize.

POWER RATING

72%



…ey look everybody I've invented the Parasol!

SKULL & CROSSBONES

Scrub the sails and poop the main deck, get your eight pieces of rum and catless to join Clur on an expedition into the highly dangerous world of pirating.

Pirates, evil wizards and ninjas together in one game? In one country? All at the same time? Oh well, all's fair in love and game coding, and ninjas are quite brill at fighting. Besides, it helps make the plot really 'interesting'.

The retro-active justification for *Skull & Crossbones* goes something like this. One Eye and Red Dog were lords of the sea, murderers and pillagers of the highest calibre. All was fine with their world until one fine evening when they were returning home with their ill-gotten gains. On this particular evening they bumped into an evil sorcerer, who took an instant dislike to them and hid all their treasures in dead awkward places.

So now they are doomed to search the town and its residents' ships until they find where the wizard's hidden their gold. Of course, nobody likes a pirate, so everybody Red Eye and One Dog meet draws their sword, whips out their ninja nunchukas or produces whatever other weapon that's appropriate to their social strata and challenges our heroes to a duel. It's a sort of neighbourhood watch scheme with attitude.

All our sea-faring heroes have to defend themselves with are small, but shiny, swashbucklers' swords. They can thrust, lunge, or backslash their opponent to a pile of dust. Or they can draw back and defend themselves from the enemies' parries.

Skull & Crossbones is a one- or two-player game. If you're playing on your own (and you probably will be) you take the part of One Eye who's clad in a clean white shirt. In two-player mode your opponent plays Red Dog in a rather fetching purple shirt (that's Red Dog in the shirt – your mate can wear whatever he likes). And that's really about the only difference, as the two players take it in turns to play through each level.

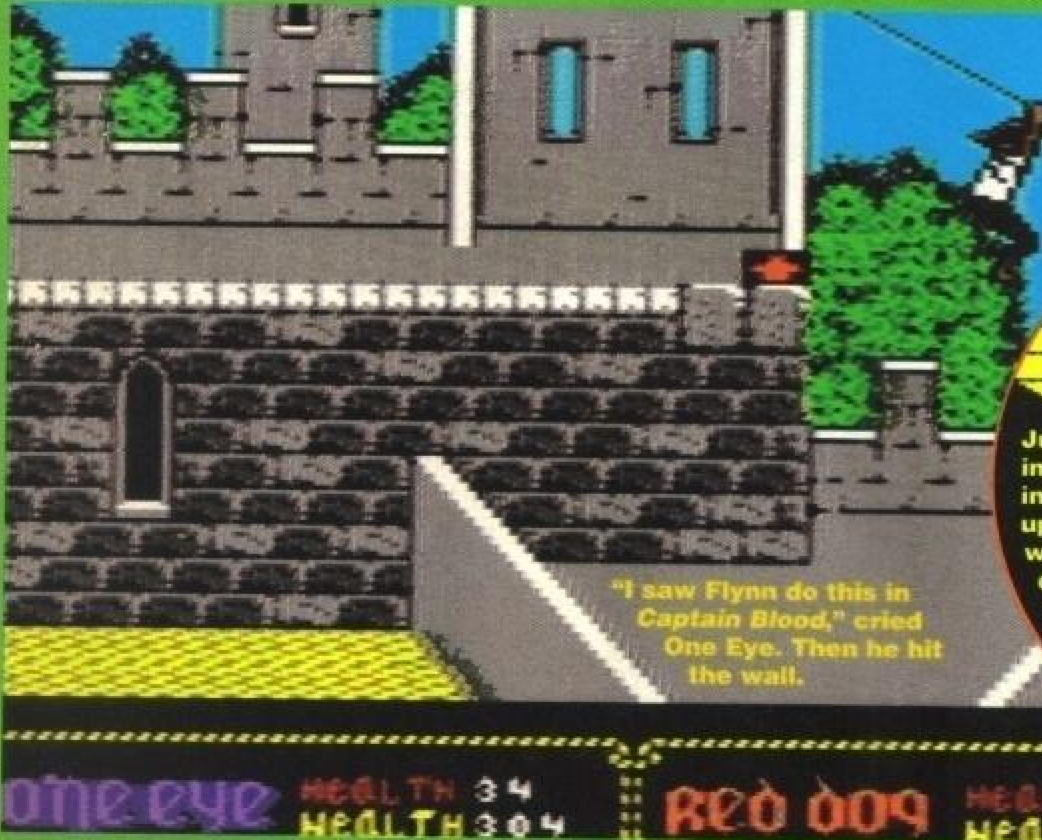
> It has to get the wooden leg award for gameplay

Each level is played on a different scrolling map but you can only move on to the next section if you discover a red exit square; these appear when you've killed everything on that level – fine in principle but problematic in practice. You see, the game won't scroll back on itself. You can be forced along the map, leaving 'live' enemies behind. Which means you're stuck because the exit square won't appear until all your foes are dead!

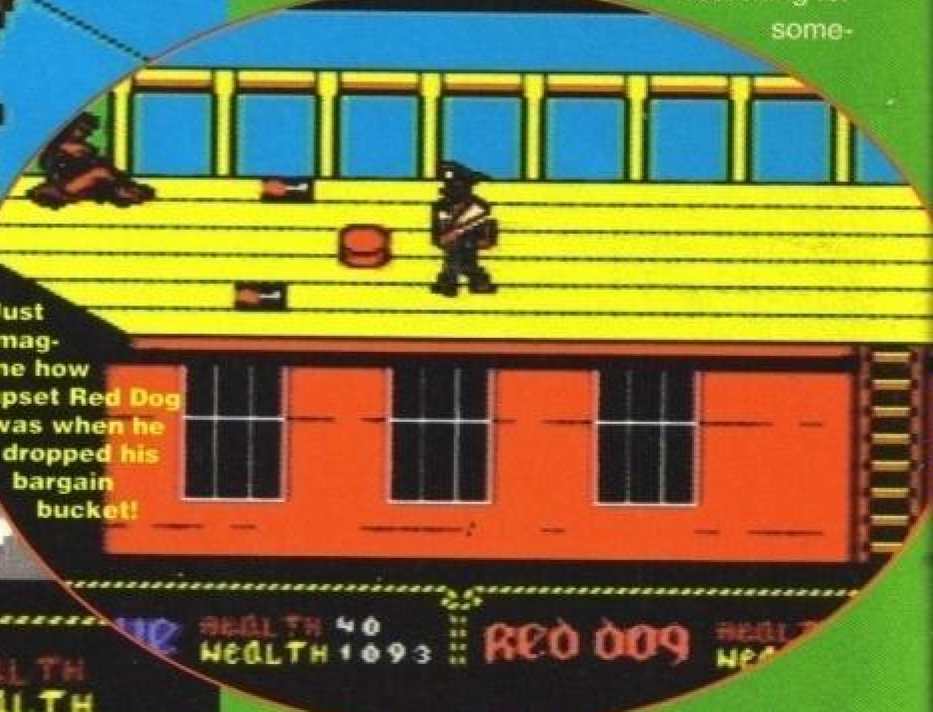
Red One and Dog Eye can only either face left or right so their movements are very limited. And it's sometimes difficult to tell whether you're actually bashing your foe or not. The only way to know, is to play with the music off so you can here the sound effects.

Controlling your pirate should be simple enough, with the commands swapping direction when One Red Dog or Dog Eye Red do an about face. The problem's getting them to turn around in the first place. You can't turn while you're being hit and even then turning takes time because you have to hold down the Fire button. This leaves you open to attack for a second – which is usually the second you die.

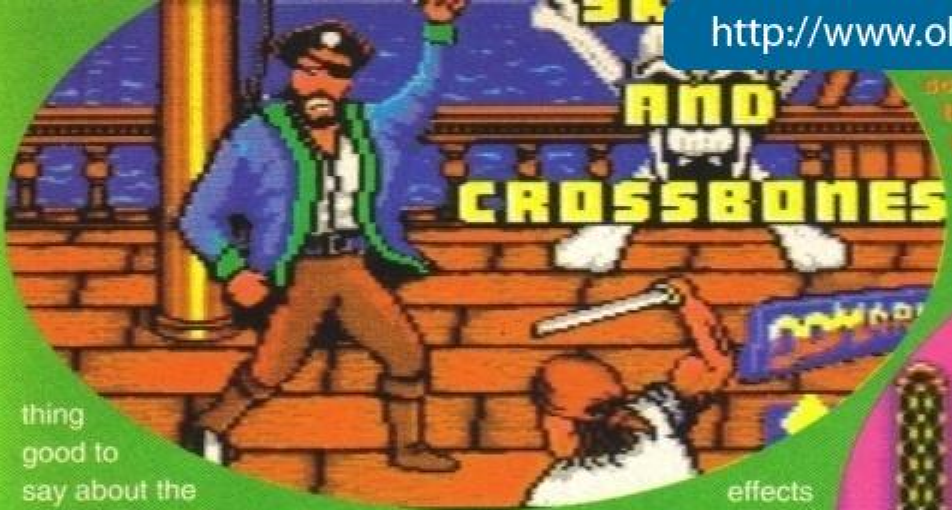
Although *S&C* looks okay in a garish sort of way – well actually it doesn't; I'm just searching for some-



"I saw Flynn do this in *Captain Blood*," cried One Eye. Then he hit the wall.



Just imagine how upset Red Dog was when he dropped his bargain bucket!

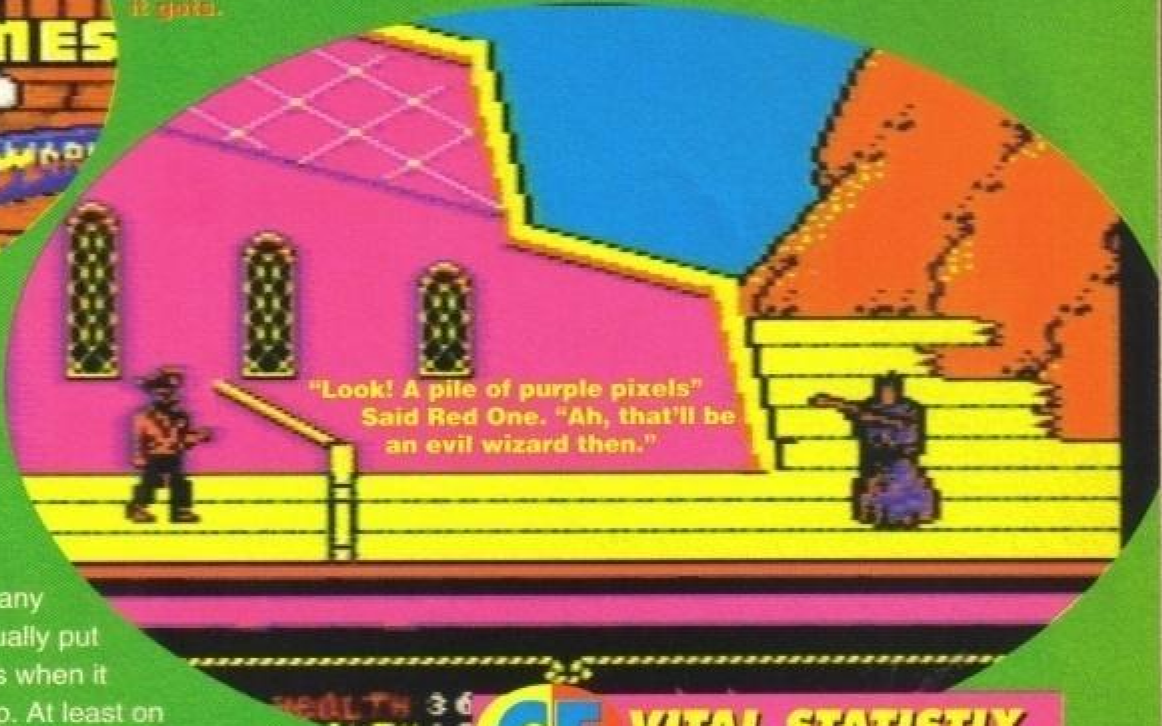


screen - this is as good as it gets.

thing good to say about the darned game. Basically the graphics are colourful, but pretty rubbish and the appearance of the bonuses typify the laziness with which the program has been written; they're just 'O' from the standard C64 character set that pop into existence then bounce lamely off the screen. *Skull and Crossbones* also gets the wooden leg award for gameplay award.

Basically, it's a very poorly worked out game that's almost in danger of being fun to play until you stuck by the daft scrolling. The graphics and sound effects aren't in any danger of improving your enjoyment either. It's hard to imagine that any one ever actually put coins into this when it was a coin-op. At least on computer you pay once and you play once – that sounds like a fair deal. Sorry, I've started talking gibberish. *S&C* gets you that way.

CLUR

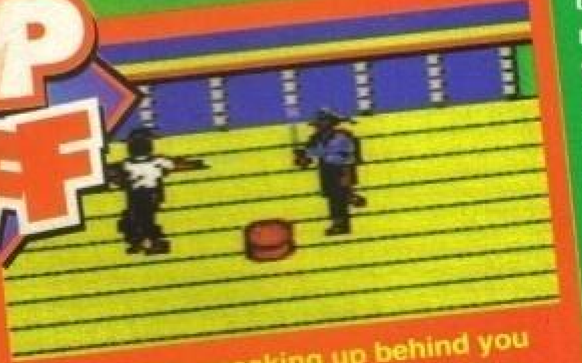


"Look! A pile of purple pixels" Said Red One. "Ah, that'll be an evil wizard then."

EYE
HEALTH 34
HEALTH 6
RED DOG

Oh no, we're being attacked by photo-negatives!

TIP OFF



If someone's sneaking up behind you don't waste time turning around do a back slash – you'll die, basically.

SO WHY ARE YOU JOLLY, ROGER?

I bet you're wondering why pirates called their Skull and Crossbones flags the Jolly Roger? No? Well we're going to tell you anyway. Actually there are two explanations so take your pick. One is that it comes from the Indian phrase 'Ali Rajah' which means 'King of the Sea'. The other is that in olden days when a sea-faring vessel went into battle it was customary to fly a flag. If it was red it meant that no quarter would be given (ie, no prisoners would be taken) and the French called this the *la Jolie Rougere*, but as this was the 17th century everything was in black and white.

ONE EYE
HEALTH 49
HEALTH 1223
RED DOG
HEALTH
HEALTH

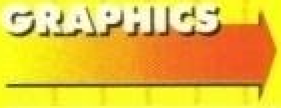
Look, just how anachronistic do you want to get? You were wiped out in the 14th Century!

VITAL STATISTIX

GAME ....SKULL & CROSSBONES
PUBLISHER ....THE HIT SQUAD
CONTACT NUMBER......061 832 6633
PRICE £3.99
AVAILABLE ....OUT NOW

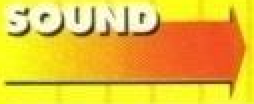
1 2 3 4 5 6 7 8 9 10

GRAPHICS



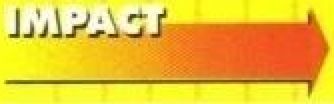
The graphics are bright and functional at best, cheap-looking at worst.

SOUND



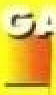
You have a choice of fairly bog standard music or sound effects.

IMPACT



You might well enjoy your first stab at Skull and Crossbones...

GAME LIFE

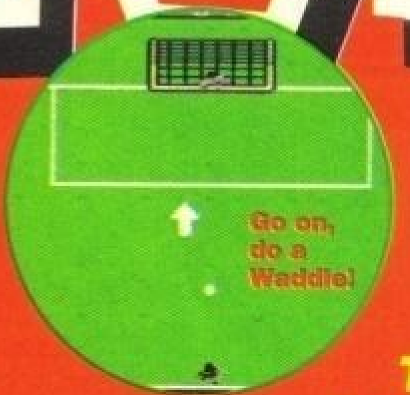


...But more than likely it'll be the last you you play it as well.

POWER RATING

37%

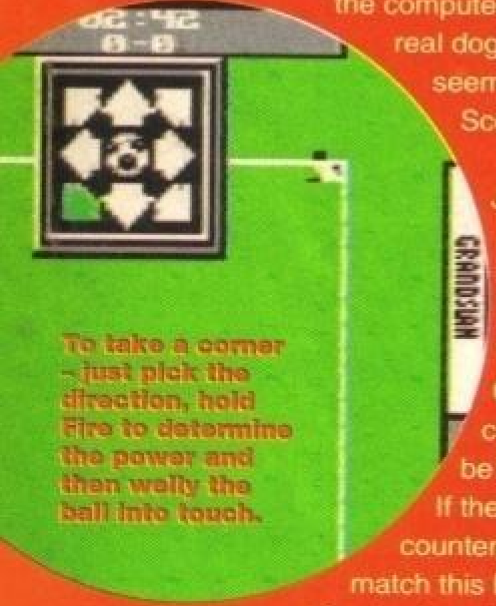
LIVERPO



Go on, do a Waddle!

After turning out 3rd Division footie games like England and Peter Beardsley, Grandslam's Liverpool licence looked doomed to relegation. Trenton* shined his boots ready to give it a kicking, but now it seems that the lads have done well, so he's as sick as a parrot after going over the moon – Jim!

Living up to a reputation as the best in the world can be tough (*oh I don't know – TMB*). Just ask Mr Souness. After a cataclysmic season he's desperately trying to rebuild the Liverpool legend. Grandslam's new game could help or hinder him in this endeavour. A brilliant footie free-for-all would help restore Liverpudlian pride, at least amongst the computer literate, but a real dog would only seem to typify the Scousers' season. Well, Graeme, John and (now) Nigel can breath a sigh of relief because the C64 Anfield crowd looks to be have hit form. If their real-life counterparts can match this level of skill next September, then once again the 'Pool will be championship contenders.



To take a corner – just pick the direction, hold Fire to determine the power and then welly the ball into touch.

With *MicroProse Soccer*, *Emlyn Hughes* and *Kick Off 2* already on the park, it's hard to actually better the 'game'. What your aspiring (*doesn't that mean breathing? – Clur*) Ian Rush needs is a combination of good 'pitch' action, options and solid programming. Luckily, *Liverpool* plays an attractive game, has a team bus-full of options and is as robust as Vinny Jones after a week on a health farm.

Liverpool's got style. And the game's not bad either. Icons abound on the intro, outro and options screens, with all your possible choices just a joystick click away. There's a single match, two-player game, full season and a knockout FA Cup tournament.

Then there's the team, something I think all football managers – even Graham Taylor – will agree, is essential for a successful days football. The squad's picked by clicking on the faces of Liverpool lads from recent seasons – Dean Saunders is still at the club. Each player is graded in terms of power and ability, their history backed up with a comprehensive list of what they've achieved at the club. There are even neat little pics of each of your 20-man team, so you can see exactly who you're picking.

Liverpool's silky skills earn it a place in the C64 first team

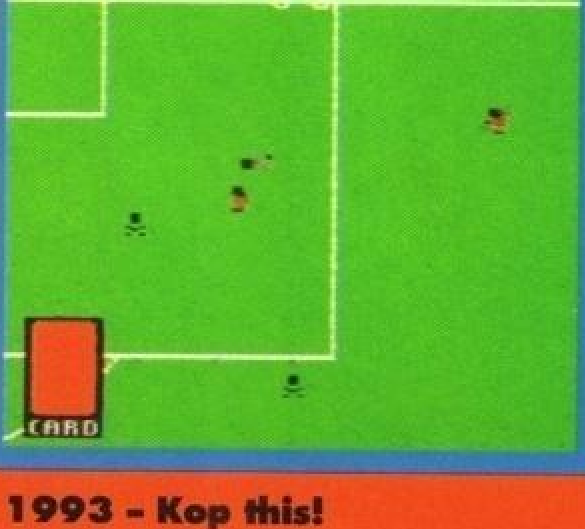
All the options in the world couldn't help a footie game that doesn't play, so it's down to *Liverpool*'s silky skills to earn a place in the C64 first team. It has to be able to tackle *Kick Off 2*, dribble circles around *Emlyn* and put a shot past *MicroProse Soccer*. Luckily, *Liverpool* really has a go for goal.

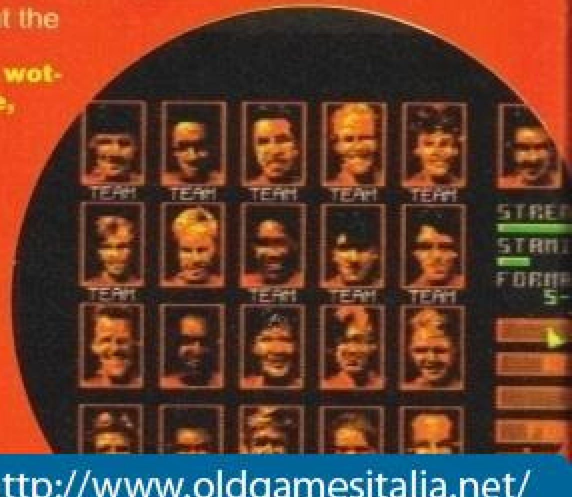
The play window is small (one nil to the opposition). The players are fast (it's one-one!). Occasionally, it's a little hard to tell which of your team's doing what (two-one to them) but the control's precise (two-two). Then, just when you thought it was all over, you get the feel of the way this game plays.

Football is more than a game of two halves, it's a game of many disparate parts. There's positional play, player intelligence, pace, the power and the punishing effect of tackles, the gulf between the average and the excellent players, aftertouch and much more besides. Somehow *Liverpool* ties it all together in one taut little package. It's hard to specify why or how, but the

TIP OFF

Don't cheat! Whatever the score, whatever the other team's position, NEVER foul them. Due to tightening up procedures among computer refs, late tackles will now automatically earn you a red card and an early bath. It's easier to get a goal back than a player, so play the game by the rules.





There's wotsisname, ooojah, thingy and y' know. The team are household names.

CF VITAL STATISTIX

GAME	LIVERPOOL
PUBLISHER	GRANDSLAM
CONTACT NUMBER	081 680 7044
PRICE	£10.99/£14.99
AVAILABLE	JULY

OL

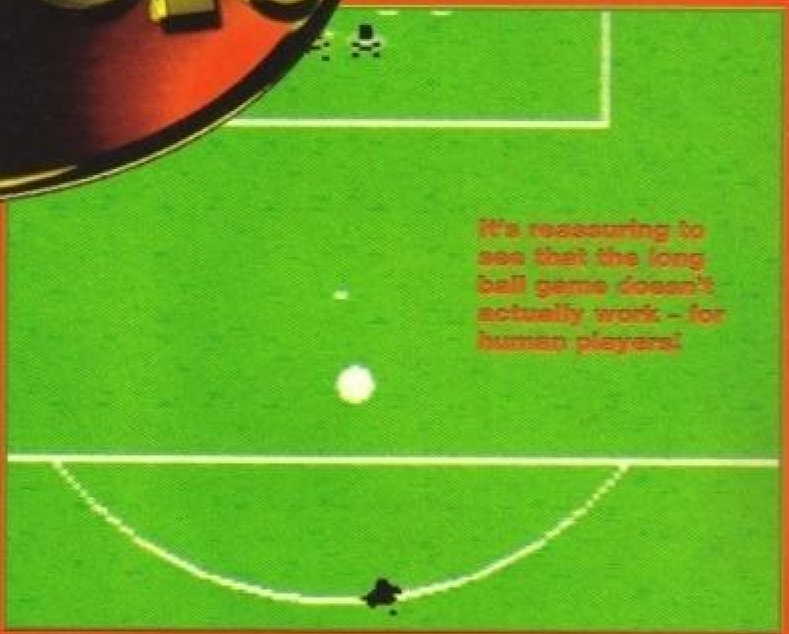
It's a Corker!

whole bundle pulls together (*just the way the England side don't – Ollie*). The result is a convincing win for *Liverpool*.

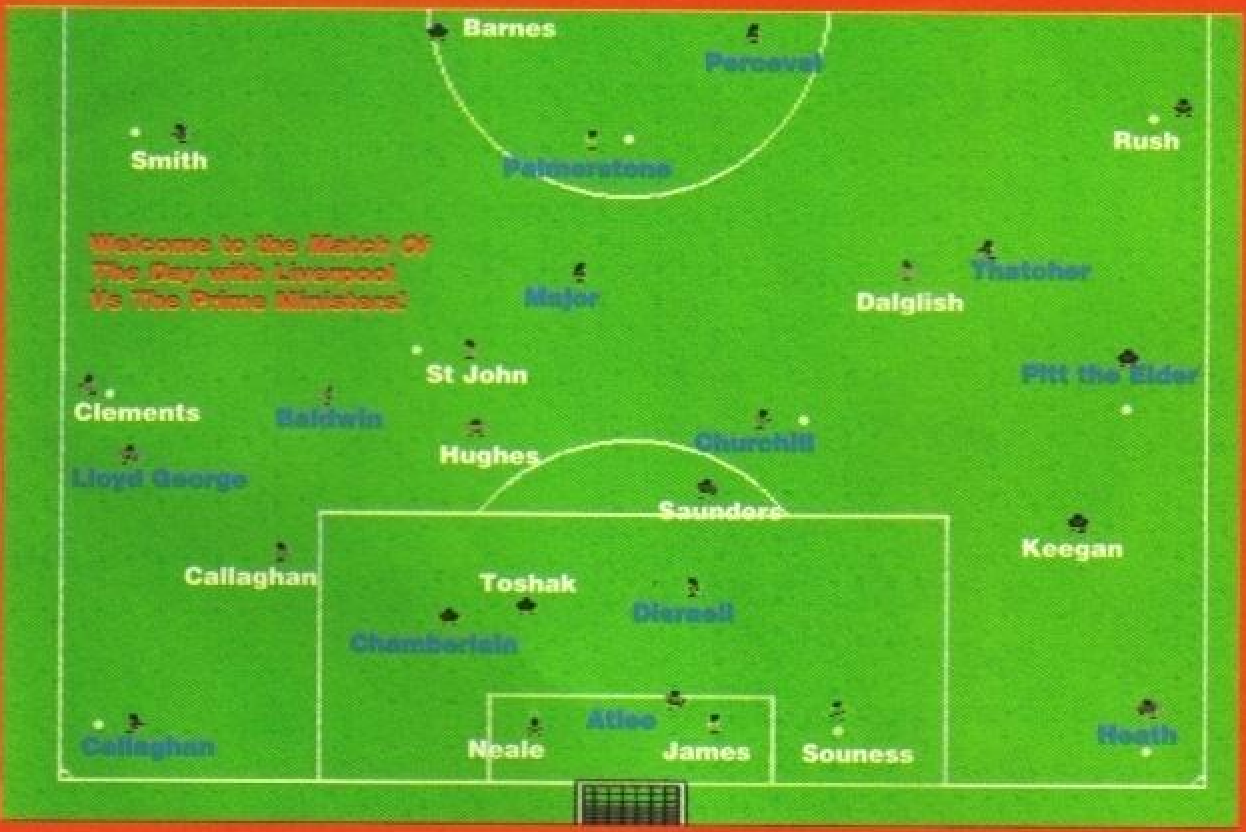
Now for the bit of the review where I say that as with most sports games it's much better played against a human competitor than it is against the computer. But then you knew that would be the case so I'm not going to bother saying it. Even though it's true. Particularly true, in the case of *Liverpool*, in fact. But we'll just pretend that I didn't say it, okay? Good.

Liverpool hammers home Grandslam's recent sporting advantage. *Nick Faldo* really made the grade and now *Liverpool*'s right up there (well nearly) beside it. The game's fluid, it plays well and there are enough options to keep you adjusting your formation for an entire season. With slick icon presentation and exceptionally good on-the-grass action it's one of the best kickers seen for years on the C64. Come on you reds!

TRENTON



It's reassuring to see that the long ball game doesn't actually work – for human players!



Welcome to the Match Of The Day with Liverpool Vs The Prime Ministers!

THE OLLIE ALDERTON SCHOOL OF SOCCER COMMENTARY AND BROADCASTING...

The gulf between what Ollie said while playing *Liverpool* and what he really meant:

"That was pure skill" – *That was a pure fluke*
"It's bugged" – *You outplayed me*
"My guys can't run as fast as yours" – *I'm controlling the wrong player*
"That can't happen" – *It's just has!*
"My goalie is duff" – *Ball? What ball?*
"You've got the best joystick" – *I haven't got a clue what's going on!*
"*&%?@@£!!!" – *You've just scored!*
"I've had enough" – *You've won*
"It's rubbish" – *You've won the last two matches*
"I'm never going to play again" – *I'm a good loser, honest!*
"You were lucky..." – *I was beaten convincingly...*
"...Best of nine?" – *This time it's war!*

LIVERPOOL

1 2 3 4 5 6 7 8 9 10

GRAPHICS

Decent icons. small, but nippy players and recognisable player portraits.

SOUND

Not at all bad, but where's all the chanting from the terraces?

IMPACT

Instant footie action helped out by easy-to-get-to-grip-with controls.

GAME LIFE

Tactical options by the score. Score, geddit? (*Yes, unfortunately – Dave.*)

POWER RATING

90%

*** Yeah, okay, we know Clur said in her feature that Dave was going to do this one, but he wimped out and got his Mum to write a sick note.**

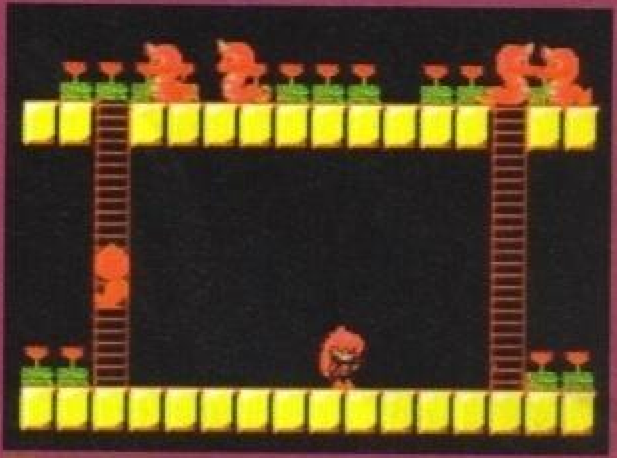
RODLAND

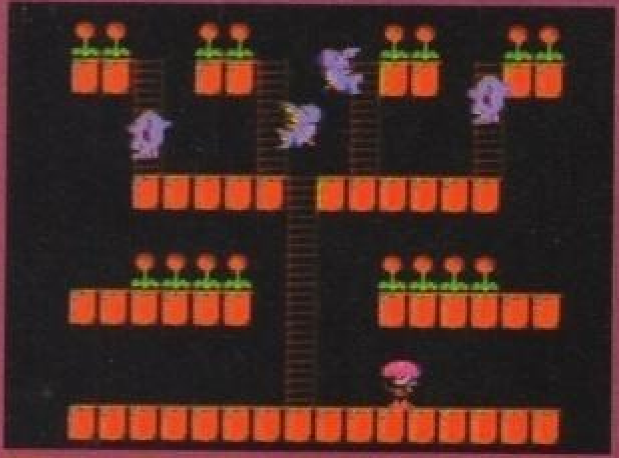
Long before Trolls invaded the C64 another breed of stupidly-haired creatures did the platform bouncey thang. Now they're back in re-release form and our very own fiery-follicled freak, Clur, gives them the treatment (and we're not on about a wash and blow dry).

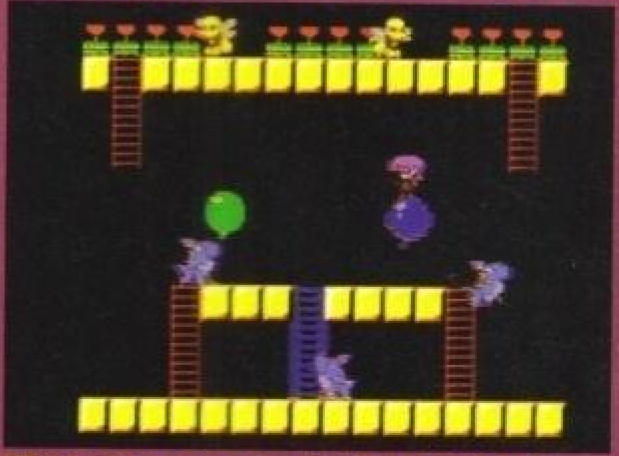
Move over Manga, here comes *Rodland*. It's more Japanese than sushi, even cuter than girly oriental pop singers and more than a tad playable. *Rodland* is a platformer that belongs there on the shelf, right next to your video of *Akira* and your collection of bonsai (*Okay, Clur that's enough, we get the picture – Ed*).

Tam and Rit's Mum has been kidnapped by a ginormous bird and is being held captive in an incredibly tall tower. The first thing that any average teenager would do faced with this situation would be to arrange a series of all night parties – rescuing the old biddy would only cross their minds when they don't get their breakfast in bed three days in a row. But Tam and Rit are different. They love their mummy in the way that only kids in American soaps usually do (isn't it a shame how westernised the Japanese are getting?) and so they start off on an adventure they will never forget.

The route to the tower is guarded by a host of cuddly beasties, all out to get the kids. You can play either of the two sprogs, or you can get your mate to join in and play the other. In two-co-operation is the name of the game (well, er, the subtitle, at least – it's still called *Rodland* actually), because if you kill your mate he'll just go and nick all your continues when he gets back into the fray..


Why is it that in games things without any legs always seem to be able to move a hell of a lot faster than quadrupeds?


Whales with wellies climbing ladders? Get out of here. You'll be telling me to take a hitch on a hot air balloon next.


Okay, okay, you were right. As long as I don't get dive-bombed by any large mutant wasps... uh oh! I wish I hadn't said that.

The game works much along the same lines as *Bubble Bobble* you've got a screen packed with enemy-infested platforms which you have to clear to get on to the next level. The platforms appear to be made out of Gro-Bags™ with pretty pink flowers sprouting from them.

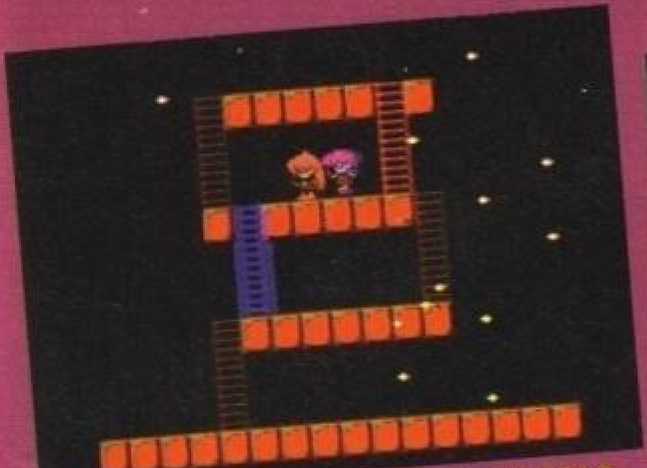
You can just kill all the nasties on a level to move on to the next one if you want, but only a girly wuss would do that that. Because, you see, if you collect all flowers before you've killed all the baddies you get a chance to get an extra

WOKE UP THIS MORNING AND MY MAMA WAS GONE OOOO-EEEE,

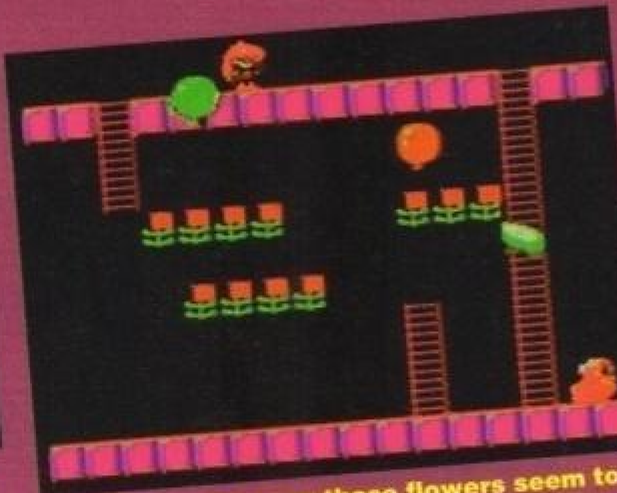
And if you understand that title, what are you doing playing C64 games? You should be down the post-office, showing the woman next to you in the pension queue pictures of grandchildren... (Er, I found the record in my mum's collection, by the way – honest). Anyway, this groovey slice of 60s vinyl (by a band aptly named Middle Of The Road) just about sums up the plot of *Rodland*... uncanny, really isn't it? But, strangely, it doesn't go into the details. But never fear, because what follows is the Reader's Digest abridged version...

"Mom, what have you done to your hair? I told you not to trust that cheapo hairdressers behind the chip shop."

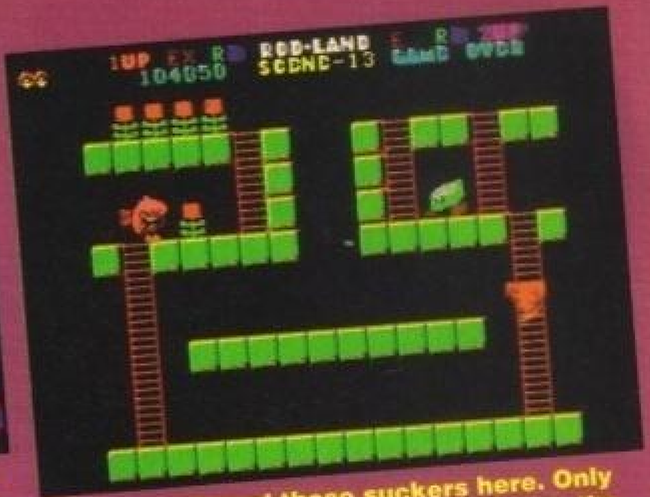
MOM IS KIDNAPPED BY A MONSTER.
If you ask me she looks like she's holding on that bird's neck. Maybe she's faking the kidnapping to claim on the insurance.



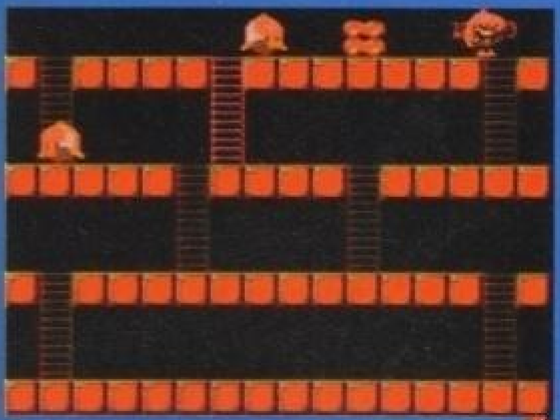
Beat the crocodiles and you're treated to a spiffy firework display. Quite why is never made entirely clear.



It's amazing the way those flowers seem to be growing in mid air. They must be using some mighty strange fertiliser in this place.



Ha! I've suckered those suckers here. Only five flowers to go and they're right over the other side of the screen. Poor saps.



TIP OFF

If destroying an enemy earns you a special weapon, try not to use it until you've picked all the flowers. Then you can blast all the nasties and collect a veritable alphabet of bonus letters.

life. All the nasties turn pink for a while and if you manage to kill 'em while they're pink you'll get a letter token. Collect all the letters to spell EXTRA and some poxy-looking fairy whatsit appears and gives you an extra life.

"Hang on a minute – why's it called *Rodland*?" (*Who said that? – Ed.*)

A-ha, I'm glad you asked that. (*Nobody did – you just wrote it yourself – Ed.*) The name comes from the rods that Tam and Rit use to dispose of their enemies. Okay, an UZI carbine might be more practical, but I'm telling you killing has never been more fun! When you're in range of a baddie tap the Fire button on your joystick to activate the rod's tractor beam to trap him. Now, if you repeatedly press Fire you'll fling the baddie from side-to-side over your head bashing him viciously on the ground until he's completely pulverised. Alternatively, you can just swing him over your head once to move him out of your way if you don't want him dead just yet.

Once you've overcome the nauseating cuteness the inherent violence shines through, and that's when you really begin to enjoy yourself. The first few levels ease you into the gameplay and then wham! – you're thrown into the action big time and there no room for any more mistakes.

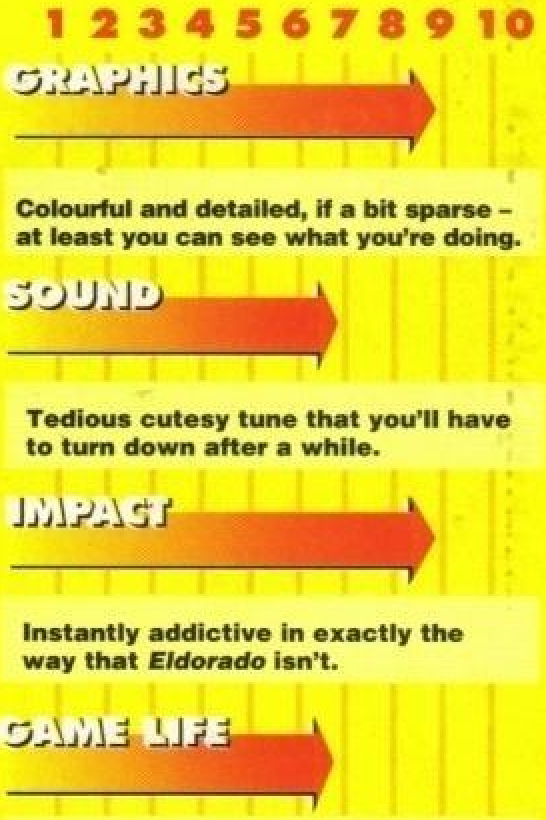
The only major downer about *Rodland* is that it's too easy. It's possible to play all 32 levels without having to pick up any bonuses. So, once you've got it licked (which wont take long) it's really up to you whether you want to make the game a bit more challenging by going for the flowers and seeing how many lives you can finish the game with. The music's also just on the wrong side of irritating, but when you're playing you'll get so involved that you won't care about the noise coming from your 64. Or any noise for that matter. Dannii Minogue could play in a gig in your bedroom and you wouldn't even notice.

CLUR

CF VITAL STATISTIX

GAME .... RODLAND
PUBLISHER .... KIXX
CONTACT NUMBER...... 021 625 3388
PRICE £3.99
AVAILABLE .... OUT NOW
OTHER INFO ... TAPE ONLY, MULTILOAD

RODLAND



Colourful and detailed, if a bit sparse – at least you can see what you're doing.

Tedious cutesy tune that you'll have to turn down after a while.

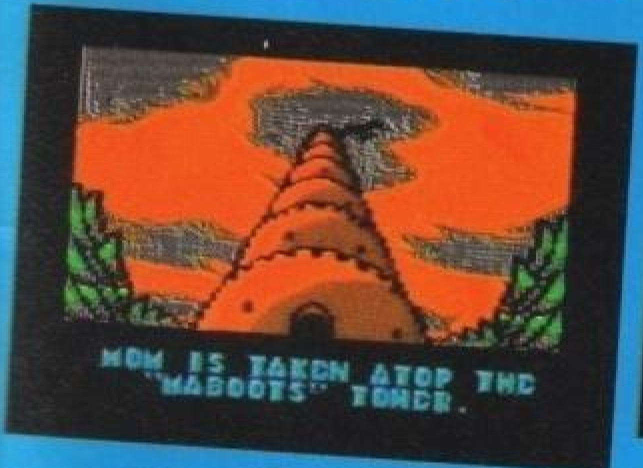
Instantly addictive in exactly the way that *Eldorado* isn't.

It's a tad too easy so you'll probably finish it within day or two.

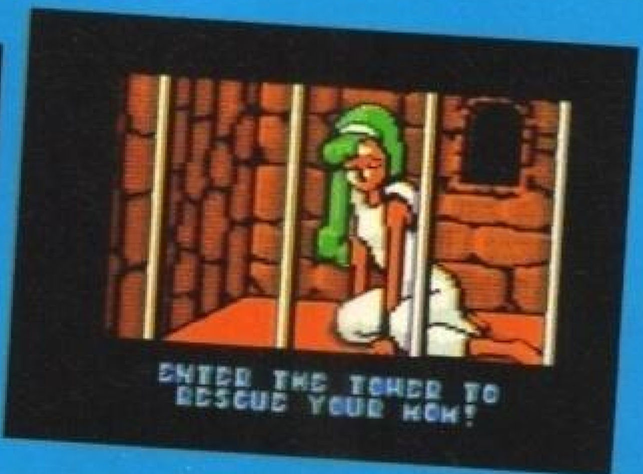
POWER RATING

89%

CHIRPY CHIRPY, CHEEP, CHEEP



That's no prison – it looks more like an exclusive women's holiday camp. I still reckon that it's all a big set-up.



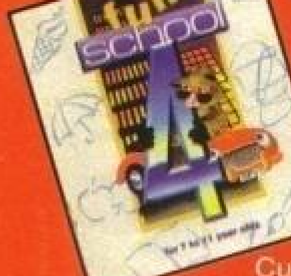
Ahh, maybe I might have been a little wrong. Doesn't look very luxurious, does it? Oh well, at least she has a window.

PICKED BY THE TEAM, THE BEST PROG

COMMODORE

FUN SCHOOL 3 & 4

Europress



Forget blackboards and dog-eared text books. The hip and happening way to get educated is *Fun School*. Designed in line with the National Curriculum, *Fun School* comes in three age ranges to suit children of all ages (er, well up to about 11 anyway).

SAVE UP TO £8

TWO FOR THE PRICE OF ONE (ER, AND A BIT)

Buy both *Fun School 3* AND *4* in any one of the age ranges and you can can get 'em both for just £12! That's a saving of nearly £8! (This offer is only available for the cassette version, y'see.)

Description	CF Price	Order No
Fun School 3 Under 5 (Cassette)	£9.99	CF194A
Fun School 3 5-7 (Cassette)	£9.99	CF194B
Fun School 3 Over 8s (Cassette)	£9.99	CF194C
Fun School 4 Under 5 (Cassette)	£9.99	CF195A
Fun School 4 Under 5 (Disk)	£12.99	CF189A
Fun School 4 5-7 (Cassette)	£9.99	CF195B
Fun School 4 5-7 (Disk)	£12.99	CF189B
Fun School 4 Over 8s (Cassette)	£9.99	CF195C
Fun School 4 Over 8s (Cassette)	£9.99	CF194C
Fun School 3 And 4 Under 5 (Cass)	£12.00	CF196A
Fun School 3 And 4 5-7 (Cass)	£12.00	CF196B
Fun School 3 And 4 Over 8s (Cass)	£12.00	CF196C

PAINT AND CREATE

SAVE £2

***Europress* • Cassette only**

A *Fun School* special – its title says it all. It's all about painting and, indeed, creating. All the fun without with paint stains in the carpet.

Description	RRP	*CF* Price	Order No
Paint and Create	£12.99	£9.99	CF192

SPELLING FAIR

***Europress* • Cassette only**

SAVE £2

Roll up, roll up. All the fun of fair (and don't let on to your kids that it's doing them some good in the spelling department as well). More class educational software from the people who brought you *Fun School*. Suitable for middle school pupils.

Description	RRP	*CF* Price	Order No
Spelling Fair	£12.99	£9.99	CF190

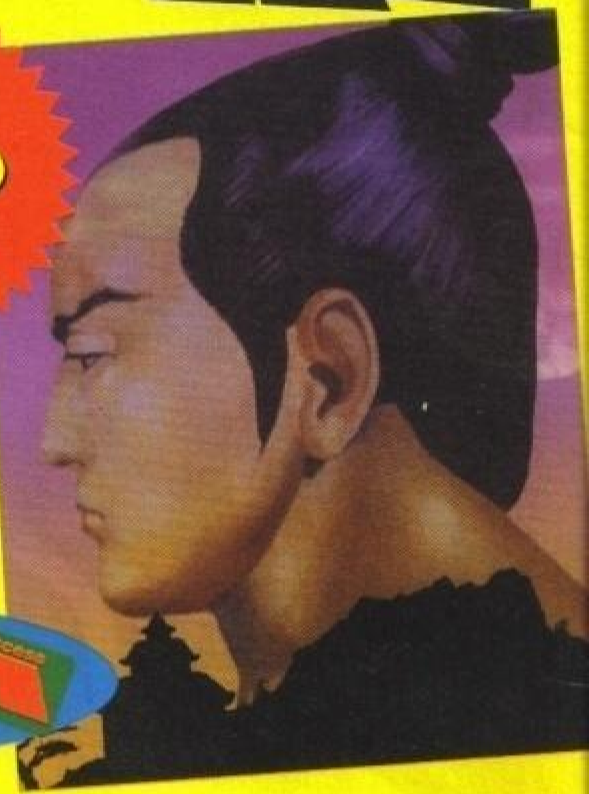
FIRST SAMURAI

UBI Soft

An arcade adventure hack-'em-up with a distinctly ninja flavour, *First Samurai* received one of the highest scores *CF* has ever awarded a game – 96 per cent. It's got the lot – great graphics, great sound, great gameplay, great whatever else there is left to be great.

Description	RRP	CF Price	Order No
First Samurai (cass)	£11.99	£9.99	CFSAMC
First Samurai (disk)	£16.99	£13.99	CFSAMD

SAVE UP TO £3



HOTLINE 0458 74011

mini OFFICE II

MINI OFFICE 2

Europress

An integrated word processor, database, spreadsheet, label printer, graphic utility and comms program all in one package. *Mini Office* can turn your C64 into a versatile business machine (and it's great to do your homework on, as well). Some serious software.

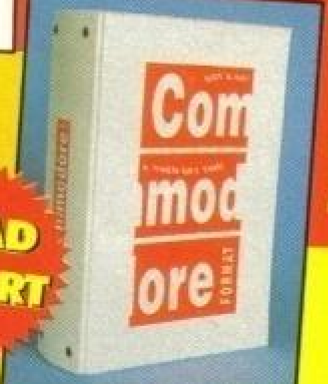
SAVE UP TO £3

Description	RRP	*CF* Price	Order No
Mini Office cass	£10.99	£13.99	CM201
Mini Office disk	£15.99	£12.99	CM202

FORMAT BINDER

What's orange and white, metal and plastic and hold 12 issues of *Commodore Format*? The *Commodore Format* binder. How can you live without it?

DEAD SMART



Description	CF Price	Order No
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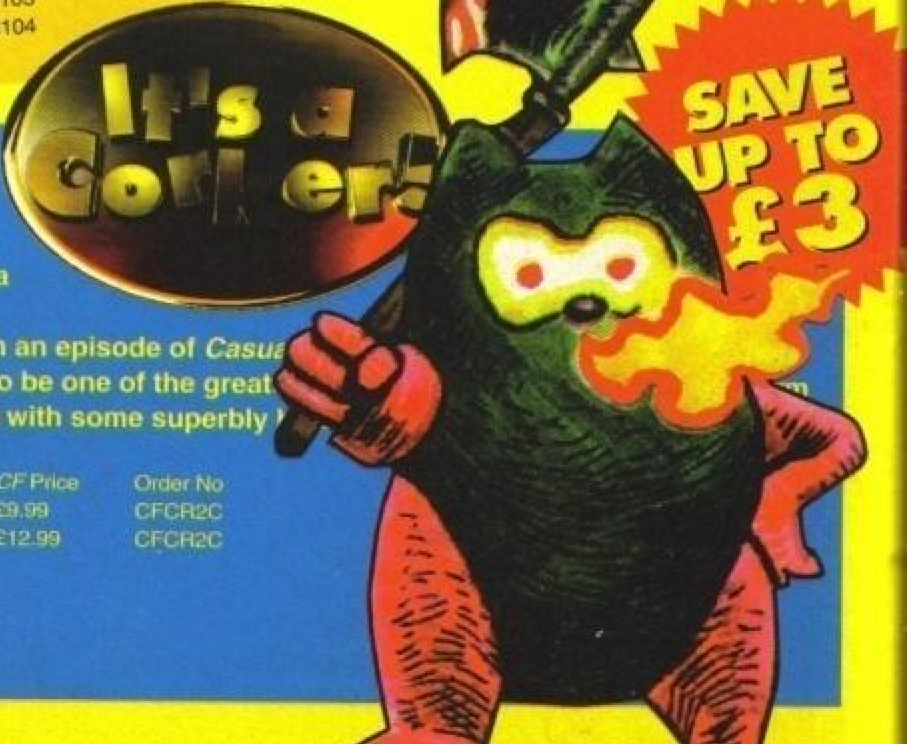
Two *CF* binders	£11.00	CM104

CREATURES 2

Thalamus

If you haven't got this game – WHY NOT? It's a Corker of awesome proportions. Gorier than an episode of *Casua* beat up Dave, this has to be one of the great puzzling at its very best with some superbly



It's a Corker!

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Description	RRP	*CF* Price	Order No
Creatures 2 cassette	£10.99	£9.99	CFCR2C
Creatures 2 disk	£15.99	£12.99	CFCR2C

MS AROUND FOR YOUR MACHINE!

SUPER STORE

COMMODORE FORMAT BACK ISSUES ORDERING SERVICE

CF22: Cover tape – full games: **Hover Bovver, Agent Orange.**
Demo: **Robocod.**
Gamebusters: **Murray Mouse, Rainbow Islands.**
Reviews: **James Pond: Robocod, Biff, Dylan Dog, Jimmy's Soccer Manager, DJ Puff's Volcanic Adventure, Light, Bug Bomber, Gary Linneker Collection.**

CF23: Cover tape – Full games: **Defenders Of The Earth, Johnny Reb 2.**
Demos: **Biff, Bug Bomber, Nobby The Aardvark.**
Gamebusters: **Maze Mania, Rainbow Islands, Super Seymour Saves The Planet.**
Reviews: **Cool Croc Twins, Turbo The Tortoise, Xenomorph, Millennium Warriors, The Olympiads.**

CF24: Cover tape – Full game: **Famous Five.**
Demos: **Fuzzball, Match Of The Day, Ugh!, Cool Croc Twins.**
Gamebusters: **Space Crusade.**
Reviews: **Mega Sports, Ugh!, Elvira 2, Hägar The Horrible, Nobby The Aardvark.**
Specials: **Typing in listings (a popular one, this!); getting the most out of your datassette.**

CF25: Extra Cover tape – **Saracen Paint.**
Cover tape – Full game: **John Lowe's Ultimate Darts.**
Demos: **Slicks, Hägar.**
Gamebusters: **Space Crusade, DJ Puff, Vendetta.**
Reviews: **Hook, Match Of The Day, Bangers And Mash, Count Duckula 2, Frankenstein, Slicks.**
Specials: **More datassette stuff.**

CF26: Cover tape – Full games: **Twin Tiger, Cosmic Causeway, Bomber.**
Demos: **Stuntman Seymour, Doc Croc.**
Gamebusters: **Space Crusade, DJ Puff.**
Reviews: **Stuntman Seymour, Super All-Stars, Boxing Manager 2, Popeye 3**
Specials: **First installment of Let's Make A Monster.**

CF27: Cover tape – Full games: **Deflektor, Alternative World Games, The Muncher.**
Demo: **Sceptre Of Baghdad.**
Gamebusters: **13-page Creatures 2 special.**
Reviews: **Crystal Kingdom Dizzy, Bully's Sporting Darts, Crazy Cars, Psycho's Soccer, Locomotion.**
Specials: **Fan clubs.**

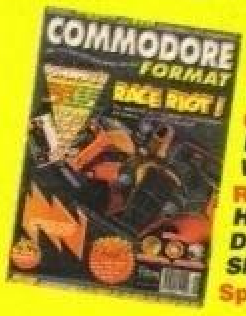
CF28: Cover tape – Full games: **First Strike, Fifth Gear, Locomotion, Reckless Rufus, Nick Faldo's Championship Golf.**
Gamebusters: **Spellbound Dizzy, Famous Five.**
Reviews: **International Tennis, Graeme Souness International Soccer, Cool World, Nick Faldo's Championship Golf, Paint And Create.**

CF29: Cover tape – Full games: **Herobotix, Battleships, Highway Encounter.**
Demo: **Carnage.**
Gamebusters: **Winter Camp, Spellbound Dizzy, Batman.**
Reviews: **WWF European Rampage, Sceptre Of Baghdad, Magic Rufus, Dalek Attack, Street Fighter 2, Superstar Seymour, Lethal Weapon.**

CF30: Cover tape – Full games: **Slayer, Rebounder, Daedalus, Blackjack 21.**
Gamebusters: **Creatures, Reckless Rufus, Winter Camp.**
Reviews: **Jimmy's Super League, Carnage, Gladiators, Football Manager 3, Spelling Fair, Big Box.**
Specials: **How to write dead brill' *SEUCK* games.**

CF31: Cover tape – Full games: **Cauldron 2, Snare, Subterranea, Monster Mash.**
Demo: **Arnie 2.**
Gamebusters: **Stuntman Seymour, Dalek Attack, Crystal Kingdom Dizzy.**
Reviews: **McDonaldland, Table Tennis, Snare, Super Sports Challenge, 4-Most Super Sports**
Specials: **More SEUCKcess; Football management sims.**

CF32: Cover tape – Full games: **Thrust, Steel, Corya.**
Full Utility: **FROST (sprite designer utility).**
Gamebusters: **Stuntman Seymour, Lethal Weapon, Dalek Attack, Wild West Seymour.**
Reviews: **ARNIE 2, Fist Fighter, International Truck Racing, Trolls, Stone Age, World Championship Squash.**



CF33: Cover tape – Full games: **Snackman, ATA, Water Polo, Corya Part 2.**
Gamebusters: **Dalek Attack, Lethal Weapon, Thrust, Wild West Seymour.**
Reviews: **Sleepwalker, Robin Hood, WWF, RoboCod, Darkman, 4 Most World Sports, Shadow Dancer.**
Specials: **Driving sims.**

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NEXT MONTH

DIRTY ROTTEN CHEAT!

Well there aren't going to be any of those in the next issue. Oh no, sir. But there will be bucket loads of good clean hints, tips, tricks, tactics, POKEs, listings, playing guides, advice and sundry other gaming info. Yes, *CF*35 sees our Samaritan's Corner (or SOS as it has come to be known) Gamebusters Special.

Andy 'The Roberts' Roberts has collated all your requests for help, taken the games most in demand and blown them wide open. So if you requested help on a game make sure you don't miss our massive cheat special.

As well as specific game tips we'll also be explaining the subtleties of adventures. One of the country's top adventure writers will be showing us just how adventures work and revealing a truck load of top-flight puzzle solving techniques. And *CF* will go all nostalgic when as we look back at one of the C64's odder moments. Plus an exclusive investigation into the daft names of games.

Along with all this – if we can find room – will be all the regular reviews, previews, news, letters, techie tips and tape talk. They're all going to be part of the mega-mag know as *Commodore Format.* So make sure you're there for *CF*35 on 27th July. You'd have to be daft not to!

SAVE *CF*!

Don't worry, we're not in danger. But with demand for *CF* as strong as ever YOU are! Every month the mag sells out real fast, so to make sure that you get hold of a copy fill out this form to reserve yourself a copy.

MAG*SAVE

Dear Mr/Mrs/Ms Newsagent,
Please reserve me a copy of that fine periodical that bears the legend *Commodore Format* proudly upon its cover. I believe that the next issue, *CF*35, is due to be published on the 27th day of the month of July in the year of our Lord 1993!

MY NAME ____________________

MY ADDRESS ____________________

____

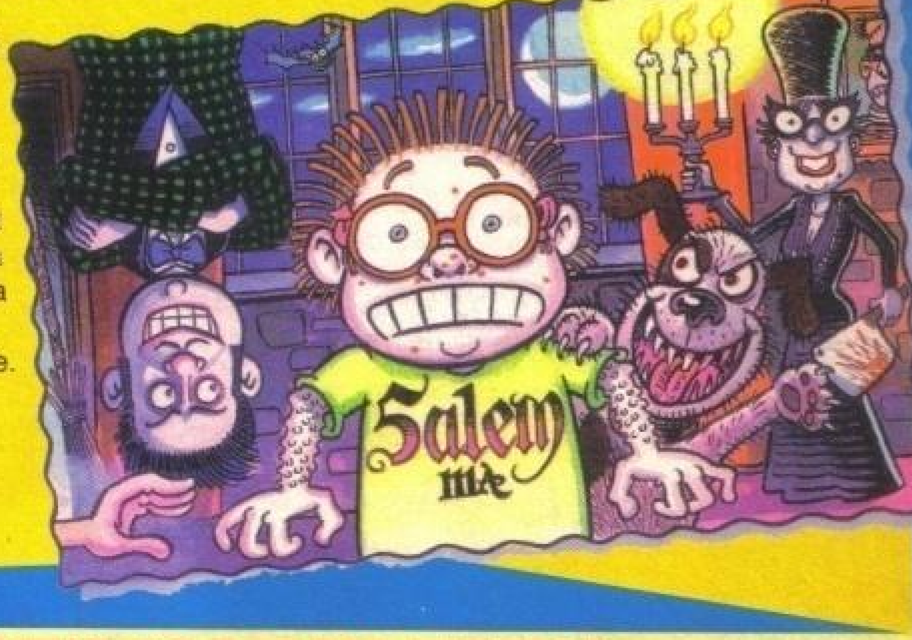
IF IT'S WEDNESDAY IT MUST BE SALEM

Dear *Commodore Format*,
I'm really worried about Mum, Dad and Debit. They've gone all spooky! Dad's taken to hanging from the ceiling, mum won't (can't?) go out in bright sunlight and Debit now sleeps in a satin-lined wooden box!

It all started during our week-long break from the cruise ship. We drove into a town called Salem. When we arrived I nipped straight down to the local computer store to play *The Addams Family* while my folks went off to the motel. When I got back to our rooms all the lights were off and everything was silent.

I crept into the house and was startled to see mum feeding raw meat to a plant, a disembodied hand playing a harpsichord and Dad throwing knives at Debit. And from here it only got weirder! Guys I'm really worried, I don't know what's happened.

Oh, and while I think of it I've also sent you this odd canister-flask-type thing that fell off an army truck on our way down to Salem. I've sent it over for TMB to have a look at, as I haven't got a clue what it is. Hang on, there's some writing here. Hmmm, I wonder what ERVE GAS is?
Yours, Roger
Salem, Massachusetts.



OLLIE & TRENT'S FOOTBALL FIESTA!

Just when you thought the football season was dead and buried, here comes our very own Saint and Greavsie (but we're not telling you which one's which) to torment all you non-footie folk. Here's our little test of terrace triv'.

1 Who won the 1992/3 Coca Cola Cup?
2 Who won the 1992/3 FA Cup?
3 Who won the First Division play-offs?
4 Which brilliant Bristol team was relegated to the Second Division?
5 Why are you laughing?
6 Spell Gianluca Vialli.
7 Why will England be playing in America in 1993, a year before the World Cup?
8 Why won't England be playing in America in 1994, the year of the World Cup?
9 Why has Des Walker lost form?
10 Graham Taylor. Discuss? (*Disgust? – Ed*)
Answers below

FOOTIE QUIZ ANSWERS

2 Arsenal
3 Swindon Town
4 Bristol Rovers
5 You're cruel
6 Gianluca Vialli.
7 There's a 'warm up' tournament for all the world's leading teams, and England were invited by mistake.
8 We drew with Poland 1-1, we lost to Norway 2-0.
9 See below (or should that be above?)
10 HA!
Questions above

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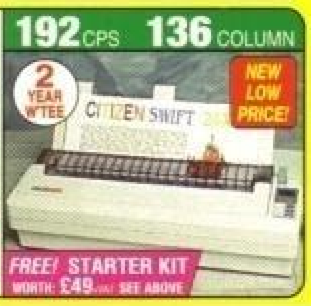

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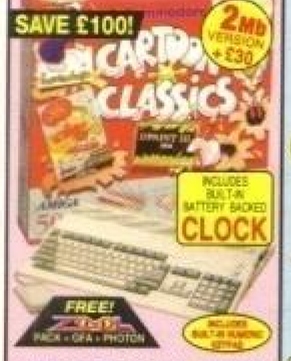
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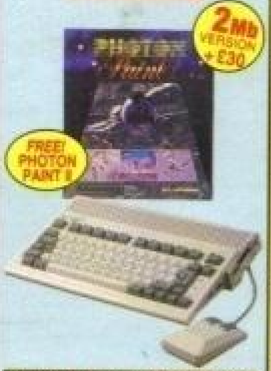

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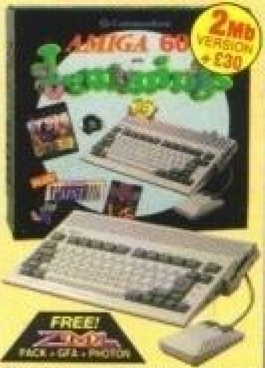

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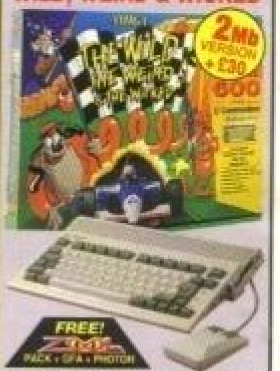
AMIGA 600

WILD, WEIRD & WICKED



1 YEAR ON SITE/AT HOME WARRANTY ON ALL CONFIGURATIONS

PACK INCLUDES:

1Mb AMIGA 600	£199.99
BUILT-IN 1Mb DRIVE & TV MODULATOR	-
DELUXE PAINT III	£79.99
MICROPROSE GRAND PRIX	£34.99
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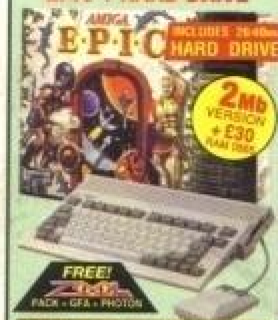
FREE FROM SILICA (See Top Left)	£267.87
TOTAL PACK VALUE:	£634.82
LESS PACK SAVING:	£405.82
SILICA PRICE:	£229.00

1Mb RAM	PREVIOUSLY ~~£299~~ **£229** INC VAT - AMC 0649
2Mb RAM	PREVIOUSLY ~~£329~~ **£259** INC VAT - AMC 0649 + RAM 0565

AMIGA 600HD

EPIC + HARD DRIVE



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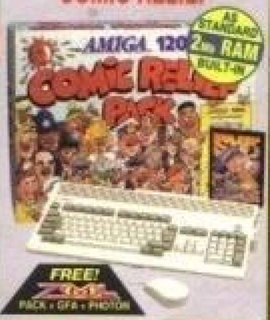
LESS PACK SAVING:	£423.82
SILICA PRICE:	£299.00

1Mb RAM 20Mb HARD DRIVE	PREVIOUSLY ~~£399~~ **£299** INC VAT - AMC 0799
1Mb RAM 40Mb HARD DRIVE	PREVIOUSLY ~~£449~~ **£349** INC VAT - AMC 0899

AMIGA 1200

COMIC RELIEF



1 YEAR ON SITE/AT HOME WARRANTY ON ALL CONFIGURATIONS

- 68020EC Processor
- 14.19MHz Clock Speed
- 32-bit Architecture
- 2Mb Chip RAM
- Amiga DOS v3.0
- AA Chip Set for Enhanced Graphics
- 16.8 Million Colours
- 256,000 Colours on Screen
- Built-in TV Modulator
- 1 x 32-Bit CPU/RAM Expansion Slot
- PCMCIA Smart Card Slot takes 512K, 1Mb or 4Mb PC Cards
- 96 Key keyboard with Integral Numeric Keypad
- 2½" Internal IDE Hard Drive Options - see column on right
- 1 Year On-site Warranty
- *FREE GIFTS FROM SILICA* (See Top Left)

NEW! AA CHIPSET

2Mb RAM — RRP ~~£429~~ **£399** INC VAT - AMC 1212

AMIGA 1200

COMIC RELIEF

+ HARD DISK

OFFICIAL UPGRADE

85Mb
FREE! ZOOL PACK + GFA + PHOTON

1 YEAR ON SITE/AT HOME WARRANTY ON ALL CONFIGURATIONS

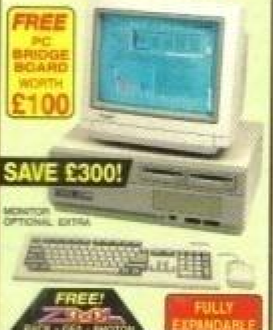
Silica are pleased to offer the Amiga 1200 Comic Relief Pack with your choice of hard disks (85Mb, 127Mb or 209Mb). These are legal upgrades approved by Commodore. Both the A1200 and Hard Disk are fully covered by Commodore's official 1 year on-site warranty with WANG. Look out for the special sticker to ensure that the upgraded A1200 you buy is an official version, which includes Commodore's full approval and 1 year on-site warranty.

NEW! AA CHIPSET

RAM	HD	Price	
2Mb RAM	85Mb	**£599**	INC VAT
2Mb RAM	85Mb HD	£599	INC VAT
2Mb RAM	127Mb HD	£699	INC VAT
2Mb RAM	209Mb HD	£849	INC VAT

AMIGA 1500

HOME ACCOUNTS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FREE! ZOOL PACK + GFA + PHOTON
FULLY EXPANDABLE

1 YEAR RETURN TO SILICA WARRANTY

PACK INCLUDES:

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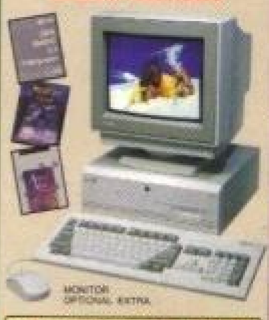
EXPANSION SLOTS	-
PC COMPATIBILITY	-
VIDEO SLOT For enhanced graphics	-
PC-XT BRIDGEBOARD SUPPLIED	£100.00
PLATINUM WORKS SOFTWARE Word processor, database, spreadsheet	£169.95
PUZZNIC	£24.99
TOKI	£24.99
ELF	£24.99
HOME ACCOUNTS	£29.99
DELUXE PAINT III	£79.99
AMIGA VISION	£111.63
FREE FROM SILICA (See Top Left)	£267.87
TOTAL PACK VALUE:	£1534.39
LESS PACK SAVING:	£1135.39
SILICA PRICE:	£399.00

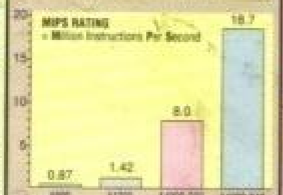
1Mb RAM — RRP ~~£699.99~~ **£399** INC VAT - AMB 1525

AMIGA 4000

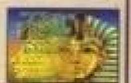
SPECIFICATIONS



1 YEAR ON SITE/AT HOME WARRANTY ON ALL CONFIGURATIONS



The A4000 runs at up to **21 times** the speed of the A600.



GRAPHICS:
- 16.7 MILLION COLOURS
- RESOLUTIONS UP TO 1280x512 and 800x600

OPEN ARCHITECTURE:
The A4000 has been designed for maximum flexibility providing plenty of room for memory & peripheral expansion.
- 4x16/32-BIT ZORRO III SLOTS
- 3xPC-AT SLOTS
- 1x24-bit VIDEO SLOT

POWER:
- 1.76Mb 3½" FLOPPY DRIVE

NEW! AA CHIPSET

AMIGA 4000

CONFIGURATIONS

6Mb RAM Check out our new Amiga 4000 configurations below. Silica offer the best value for money, with 6Mb of RAM included in most models.

PLUS! **FREE FROM SILICA**
Amiga Vision, Photon Paint II & GFA Basic

25MHz 68030EC

RAM	HD	Price
4Mb RAM	80Mb HD	**£999** PRICE INC VAT
6Mb RAM	120Mb HD	£1099 INC VAT
6Mb RAM	214Mb HD	£1199 INC VAT
6Mb RAM	245Mb HD	£1299 INC VAT
6Mb RAM	340Mb HD	£1399 INC VAT
6Mb RAM	540Mb HD	£1699 INC VAT

25MHz 68040

RAM	HD	Price
6Mb RAM	80Mb HD	**£1999** PRICE INC VAT
6Mb RAM	120Mb HD	£2099 INC VAT
6Mb RAM	214Mb HD	£2199 INC VAT
6Mb RAM	245Mb HD	£2299 INC VAT
6Mb RAM	340Mb HD	£2399 INC VAT
6Mb RAM	540Mb HD	£2699 INC VAT

RAM UPGRADES
FOR THE AMIGA 4000

4Mb to 6Mb: 2 x 1Mb @ £35 per Mb = £70
6Mb to 10Mb: 1 x 4Mb @ £30 per Mb = £120
10Mb to 14Mb: 1 x 4Mb @ £30 per Mb = £120
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ALL PRICES INCLUDE VAT

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FOR A500 or A500PLUS

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- Compatible with ISO9660 standard
- Some old A500s need modification - call for details

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